
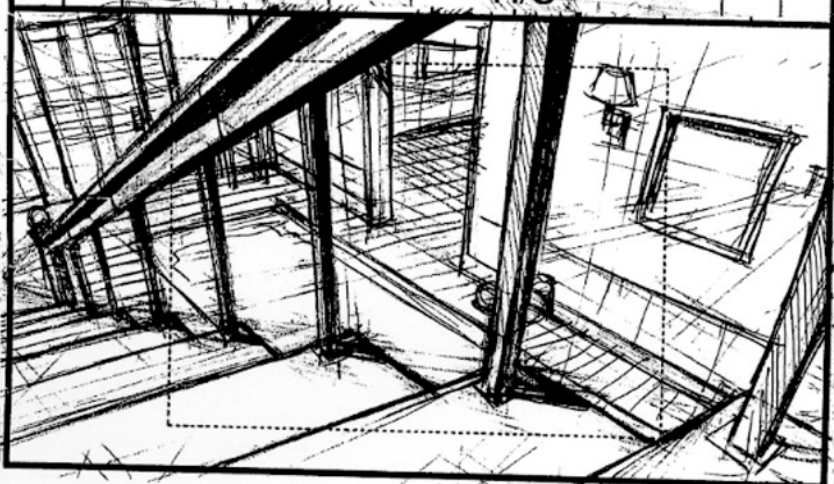
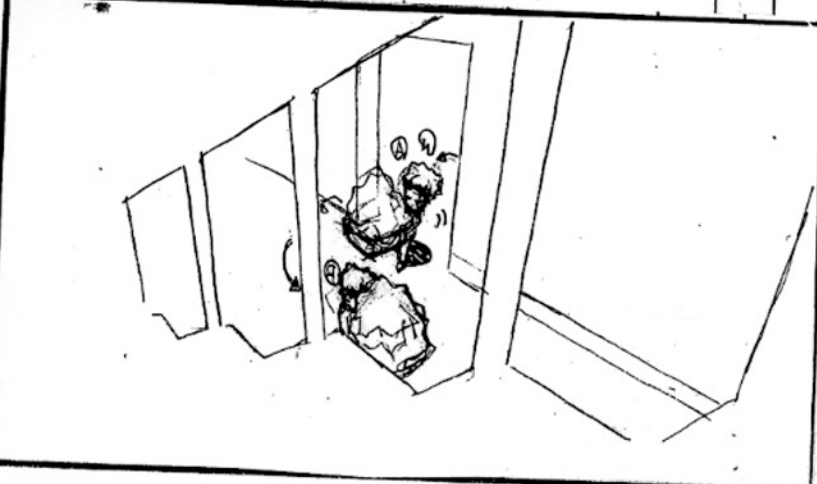

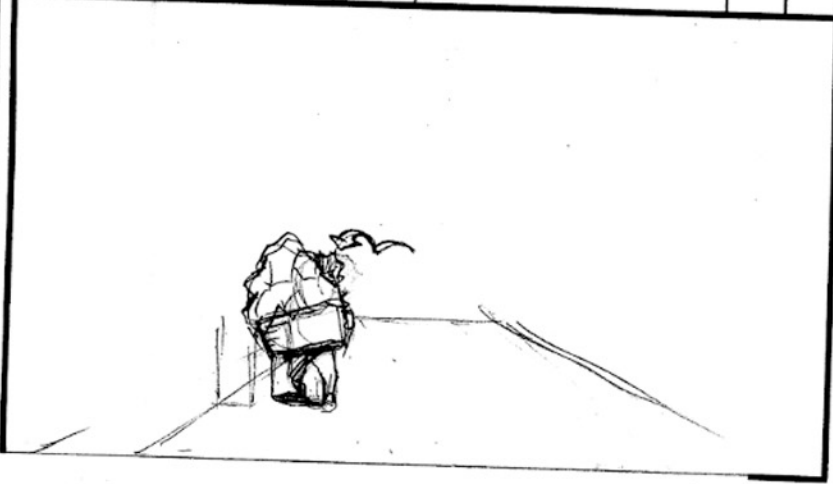


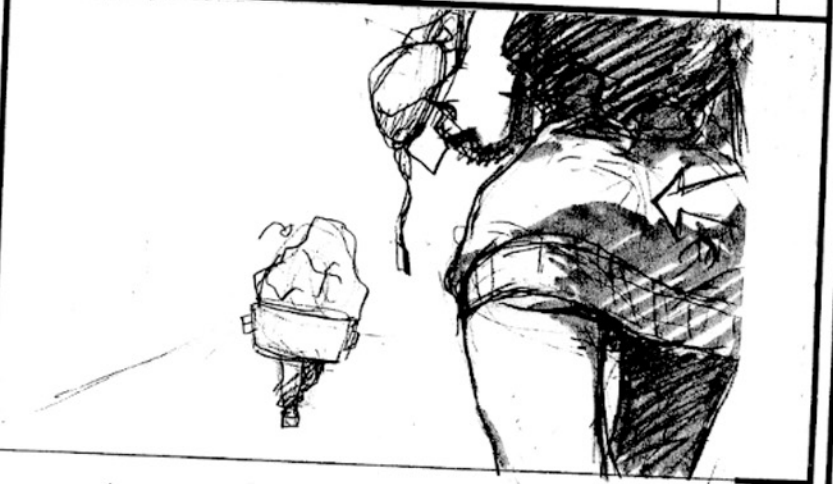
▽	NO SC. 442-456		
SC 45	PANEL 1	H/U REV NEW	
			<p>ACTION Int. <u>Ext.</u> <u>Day</u> Night</p> <p>EXT. FREEMAN HOUSE.</p> <hr/> <p>DIALOGUE</p> <hr/> <p>TIME Pam 70X</p>


▽			
SC 458	PANEL 1	H/U REV NEW	
			<p>ACTION <u>Int.</u> Ext. <u>Day</u> Night</p> <p>INT. FREEMAN HOUSE - HALLWAY</p> <hr/> <p>DIALOGUE</p> <hr/> <p>TIME</p>


SC 458	PANEL 2	H/U REV NEW	
			<p>ACTION Int. Ext. Day Night</p> <p>Ⓜ. ENTERS FROM THE DINNING ROOM CARRYING A GIANT LAUNDRY BASKET.</p> <hr/> <p>DIALOGUE</p> <hr/> <p>TIME 70X 42X</p>


▽	SC 459	PANEL 1	H/U	REV	NEW	<p>ACTION Int. Ext. Day Night</p> <p>ON (H) CONT. CARRYING A LAUNDRY BASKET. STAGGER STEPS FWD.</p>
						<p>DIALOGUE</p>
<p>TIME 21X</p>						


	SC 459	PANEL 2	H/U	REV	NEW	<p>ACTION Int. Ext. Day Night</p> <p>CONT.</p>
						<p>DIALOGUE</p>
<p>TIME 29X</p>						

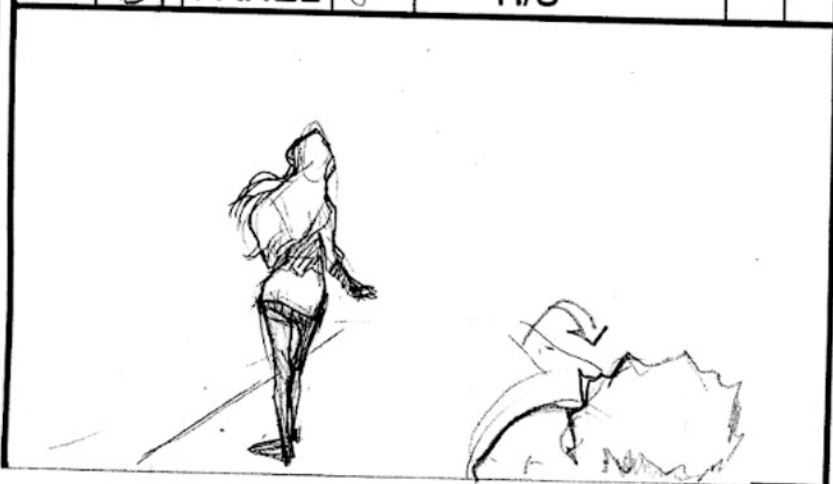
	SC 459	PANEL 3	H/U	REV	NEW	<p>ACTION Int. Ext. Day Night</p> <p>CRISTAL WALKS (IN) CARRYING SMALL PILE OF HER UNDERWEARS</p>
						<p>DIALOGUE</p> <p>(116) CRISTAL</p>
<p>TIME 15X</p>						


SC	459	PANEL	4	H/U	REV	NEW	<p>ACTION Int. Ext. Day Night</p> <p style="text-align: center;">CONT.</p>
							<p>DIALOGUE (116) CRISTAL - CONT'</p> <p style="text-align: center;">HEY</p>
							<p>TIME 14 X</p>

SC	459	PANEL	5	H/U	REV	NEW	<p>ACTION Int. Ext. Day Night</p> <p>ⓐ DROPPING HER UNDERWEARS ON TOP OF Ⓜ'S LAUNDRY BASKET.</p>
							<p>DIALOGUE <u>CRISTAL</u></p> <p style="text-align: center;">HUEY</p>
							<p>TIME 18 X</p>

SC	459	PANEL	6	H/U	REV	NEW	<p>ACTION Int. Ext. Day Night</p> <p>ⓐ CONT. WALKING AWAY & TURNING AROUND.</p> <p>Ⓜ'S HEAD Ⓜ TO SEE WHAT</p> <p>ⓐ DROPPED,</p>
							<p>DIALOGUE</p>
							<p>TIME 17 X</p>

SC	459	PANEL	7	H/U	REV	NEW	
							<p>ACTION Int. Ext. Day Night</p> <p>Ⓐ STOPS & GETS ANGRY.</p> <p>DIALOGUE</p> <p>TIME 26X</p>

SC	459	PANEL	8	H/U	REV	NEW	
							<p>ACTION Int. Ext. Day Night</p> <p>Ⓐ PUTS THE LAUNDRY BASKET DOWN.</p> <p>Ⓑ CONT. WALKING AWAY</p> <p>DIALOGUE</p> <p>TIME 13X</p>

SC	459	PANEL	9	H/U	REV	NEW	
							<p>ACTION Int. Ext. Day Night</p> <p>Ⓑ STOPS AS</p> <p>Ⓐ GETS UP, TURNS TO Ⓑ & SPEAKS</p> <p>DIALOGUE Ⓐ HUEY</p> <p>OK...</p> <p>TIME 18X</p>

SC	459	PANEL	10	H/U	REV	NEW
<p>ACTION Int. Ext. Day Night</p> <p>© TURNS TO (H)</p>						
<p>DIALOGUE (17) HUEY - CONT</p> <p>RISTAL I THINK WE NEED TO TALK.</p>						
<p>TIME 42X</p>						

SC	459	PANEL	11	H/U	REV	NEW
<p>ACTION Int. Ext. Day Night</p> <p>(H) TURNS</p>						
<p>DIALOGUE</p>						
<p>TIME 15X</p>						

SC	459	PANEL	12	H/U	REV	NEW
<p>ACTION Int. Ext. Day Night</p> <p>© TURNS MORE AS</p> <p>(H) WALKS (O.S)</p>						
<p>DIALOGUE</p>						
<p>TIME 23X</p>						

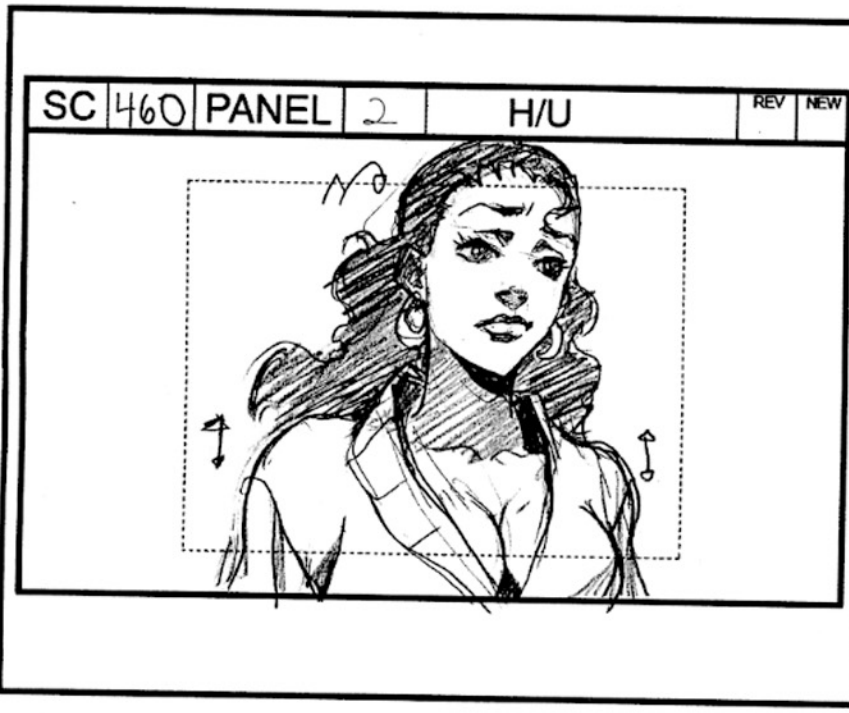


ACTION Int. Ext. Day Night

WED. ON ©

DIALOGUE

TIME 18X

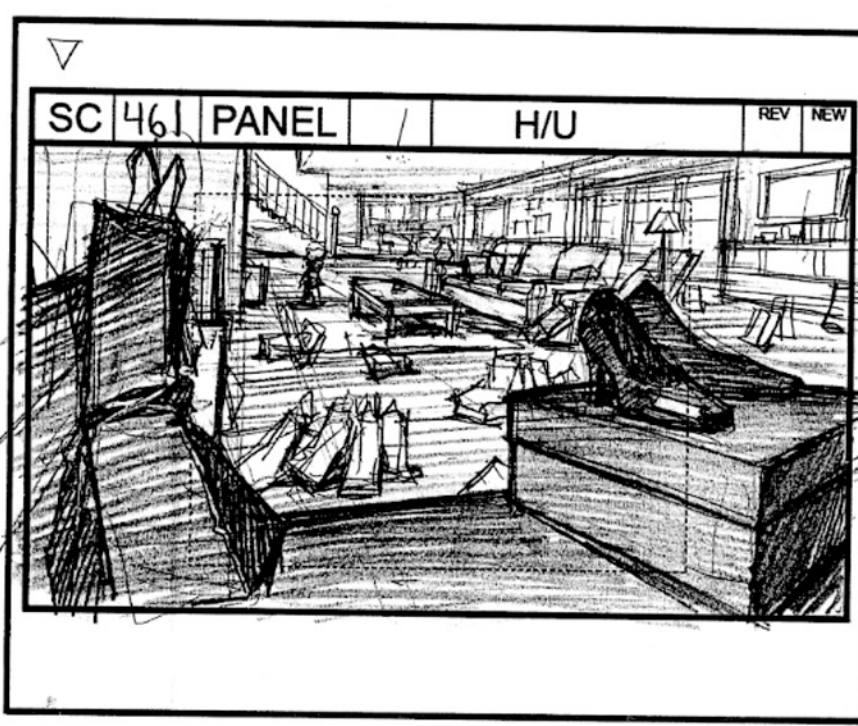


ACTION Int. Ext. Day Night

WALKS FWD & SHRUGS

DIALOGUE

TIME 36X

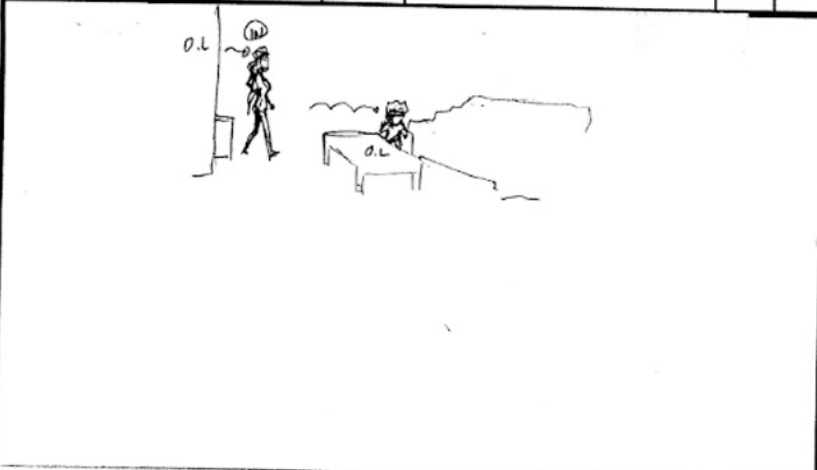



ACTION Int. Ext. Day Night

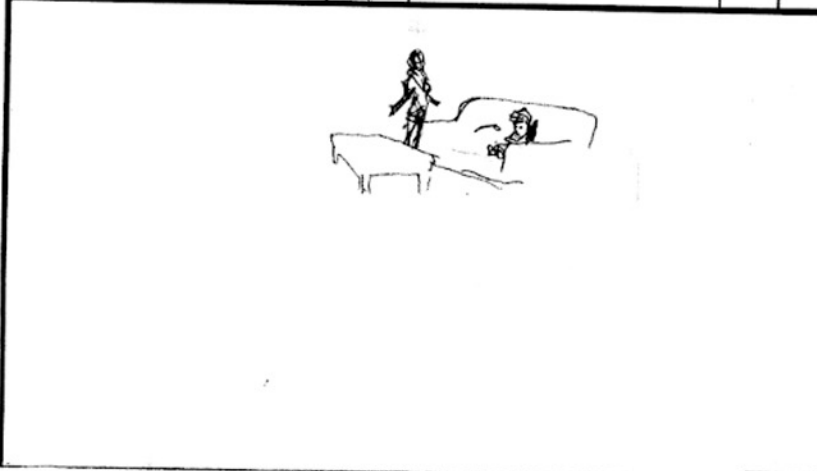
WIDE ANGLE ON THE LIVING ROOM
THERE ARE SHOPPING BAGS AND
SHOE BOXES STREWN THROUGHOUT
THE ROOM
(H) WALKING TWD THE COUCH.

DIALOGUE

TIME 19X

SC	461	PANEL	2	H/U	REV	NEW	<p>ACTION Int. Ext. Day Night</p> <p>- FOLLOWED BY ©</p>
							<p>DIALOGUE (118) CRISTAL</p> <p>BEFORE YOU START</p>
							<p>TIME 31X</p>

SC	461	PANEL	3	H/U	REV	NEW	<p>ACTION Int. Ext. Day Night</p> <p>CONT.</p>
							<p>DIALOGUE (118) CRISTAL - CONT.</p> <p>I JUST WANT TO TELL YOU</p>
							<p>TIME 24X</p>

SC	461	PANEL	4	H/U	REV	NEW	<p>ACTION Int. Ext. Day Night</p> <p>Ⓐ SITS DOWN</p> <p>© STOPS BESIDE OF Ⓐ</p>
							<p>DIALOGUE (118) CRISTAL - CONT.</p> <p>HOW MUCH FUN IT'S BEEN HANGING OUT WITH YOU GUYS.</p>
							<p>TIME 58X</p>

SC 462		PANEL		(H/U)	REV	NEW
<p>ACTION Int. Ext. Day Night</p> <p>MED. ON (C) BACK TO US.</p>						
<p>DIALOGUE</p> <p>(118) CRISTAL - CONT.</p> <p>THINK</p>						
<p>TIME 16X</p>						

SC 462		PANEL 2		H/U	REV	NEW
<p>ACTION Int. Ext. Day Night</p> <p>(C) SITS DOWN</p>						
<p>DIALOGUE (118) CRISTAL - CONT.</p> <p>OF ME AS</p>						
<p>TIME 15X</p>						

REVISED
16 FEB 05

SC 462		PANEL 3		H/U	REV	NEW
<p>ACTION Int. Ext. Day Night</p> <p>(A) LEANS AWAY FROM (C) AS</p> <p>(C) LEANS TWD (A)</p>						
<p>DIALOGUE (118) CRISTAL - CONT.</p> <p>THE BIG SISTER YOU ALWAYS WANTED.</p>						
<p>TIME 38X</p>						

REVISED

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	SC	462	PANEL	4	H/U	REV	NEW	
								<p>ACTION Int. Ext. Day Night</p> <p>Ⓐ GENTLY PUSHES Ⓒ AWAY.</p>
								<p>DIALOGUE Ⓐ HUEY</p> <p>... DON'T TAKE THIS THE WRONG WAY.</p>
								<p>TIME 52X</p>

REVISED
16 FEB 05

	SC	462	PANEL	5	H/U	REV	NEW	
								<p>ACTION Int. Ext. Day Night</p> <p>CONT.</p>
								<p>DIALOGUE Ⓐ HUEY - CONT'</p> <p>BUT</p>
								<p>TIME 15X</p>

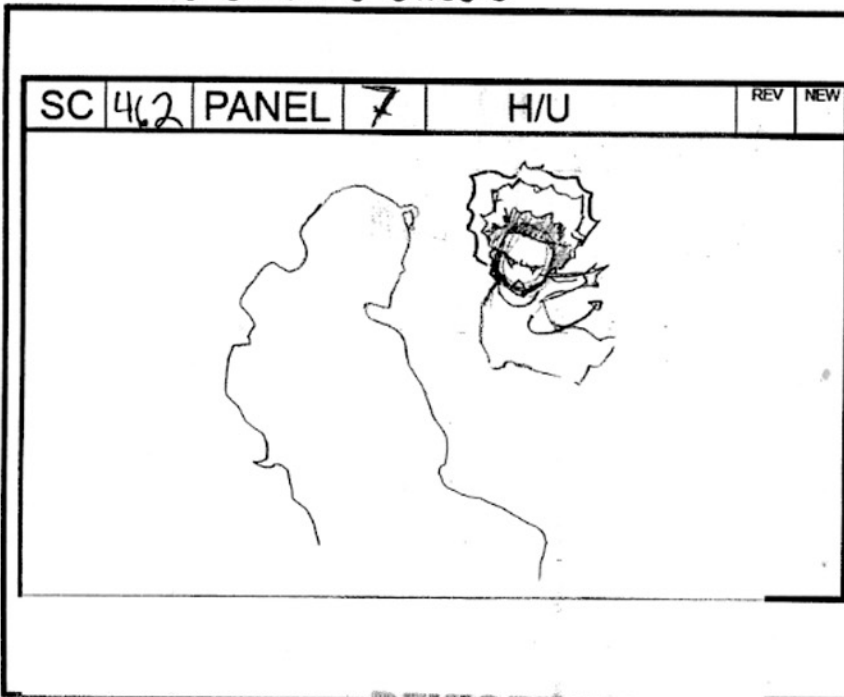
REVISED
3/22/05

REVISED
16 FEB 05

	SC	462	PANEL	6	H/U	REV	NEW	
								<p>ACTION Int. Ext. Day Night</p> <p>Ⓐ GESTURES</p>
								<p>DIALOGUE Ⓐ HUEY - CONT'</p> <p>I NEED YOU TO GET</p>
								<p>TIME 17X</p>

REVISED
16 FEB 05

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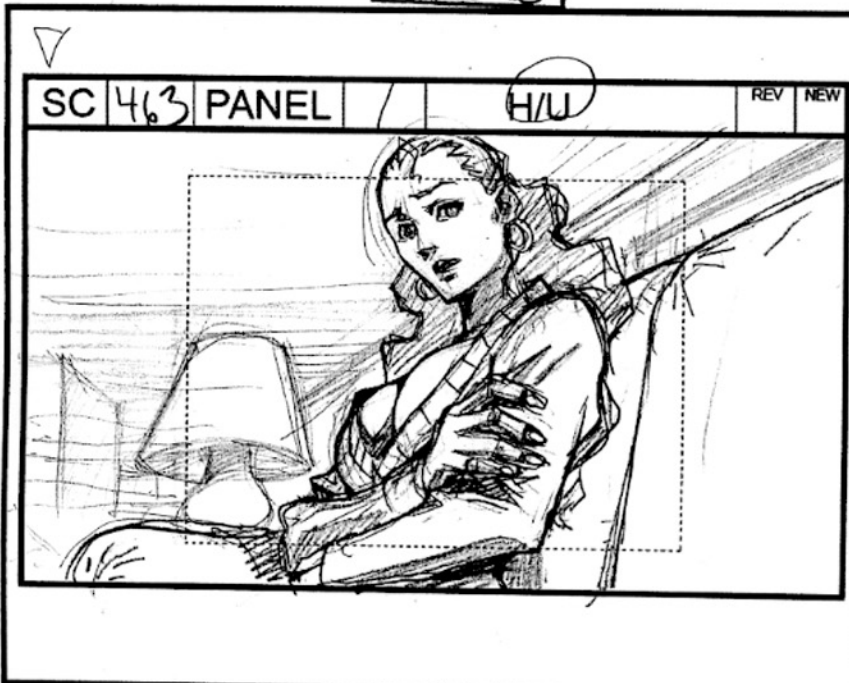
ACTION Int. Ext. Day Night

CONT.

DIALOGUE (19) HUEY - CONT'
THE HELL UP OUT OF
HERE

TIME 20X

REVISED
16 FEB 05

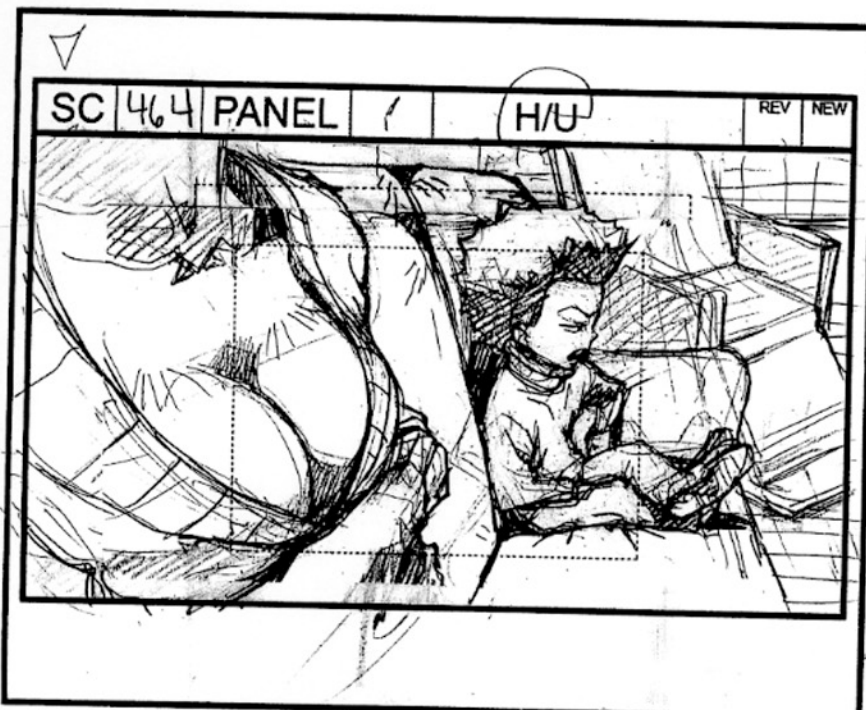


ACTION (Int) Ext. (Day) Night

(H)'S P.O.V.

DIALOGUE (20) CRISTAL
ANY PARTICULAR REASON?

TIME 38X

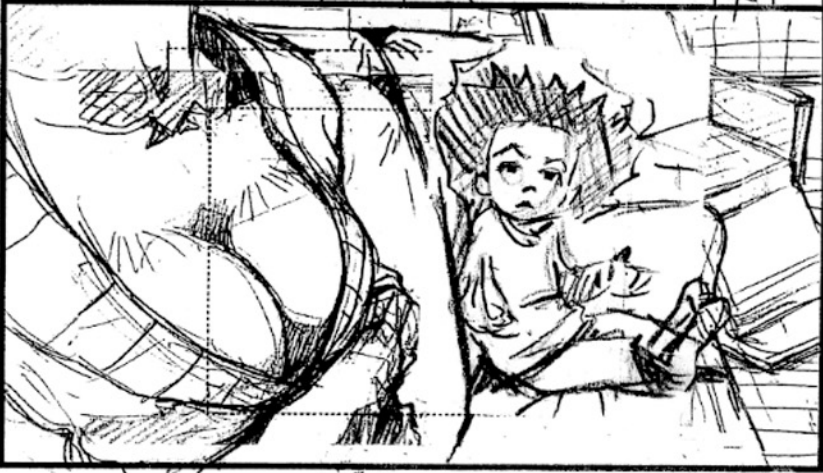


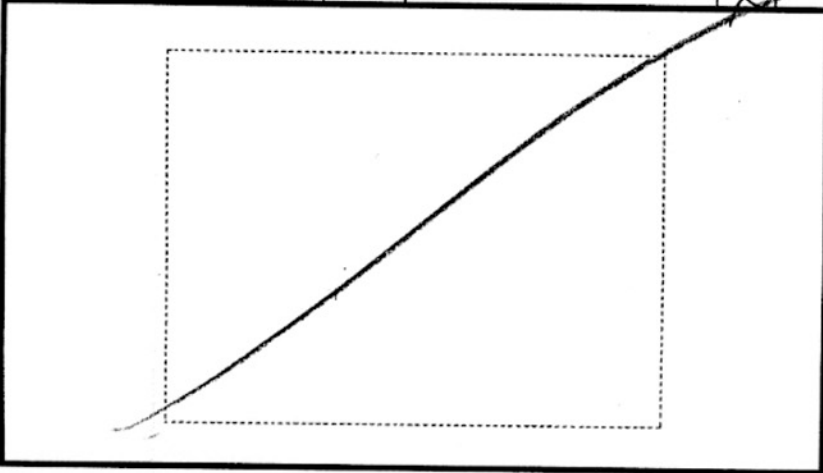
ACTION (Int) Ext. (Day) Night

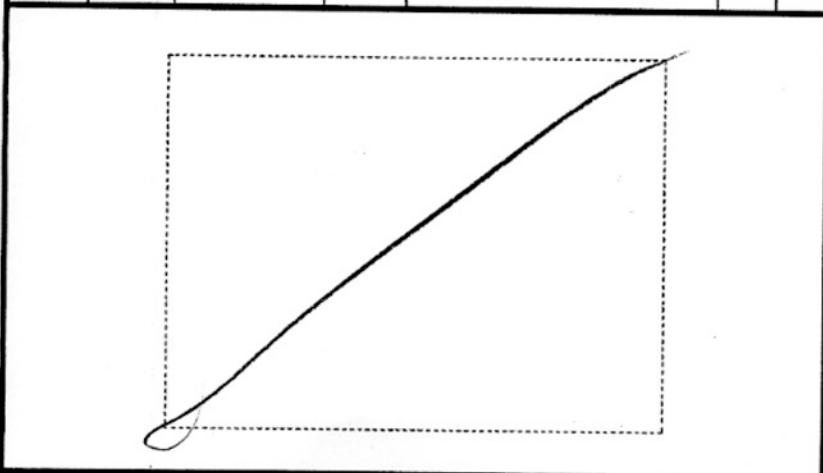
OTS @ ON (H)

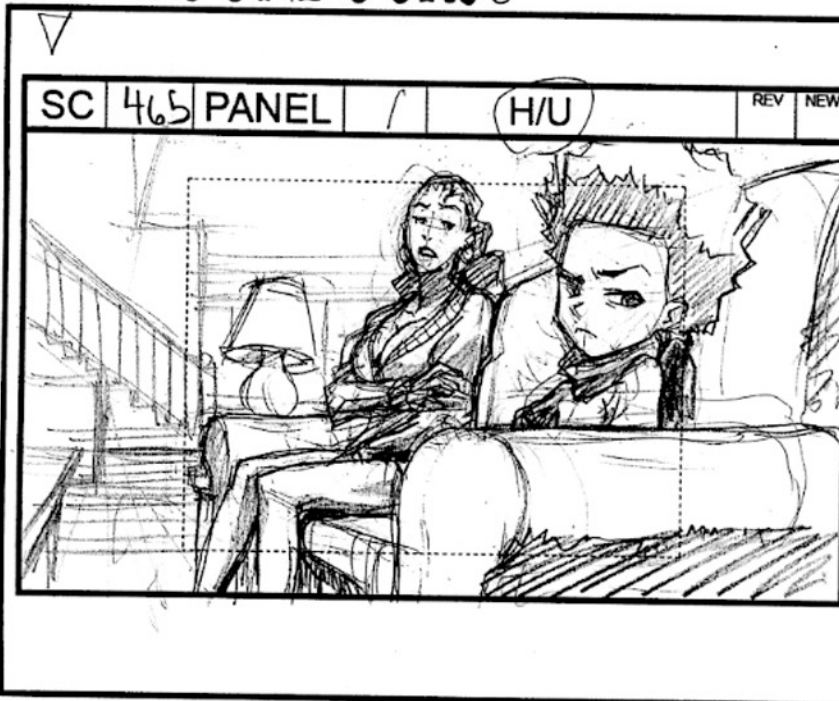
DIALOGUE (21) HUEY
YOU'RE KIND OF A

TIME 52X

SC	464	PANEL	2	H/U	REV	NEW	
							<p>ACTION Int. Ext. Day Night</p> <p>(H) LOOKS AT (C)</p> <p style="text-align: center;">REVISED 3/22/05</p>
							<p>DIALOGUE</p> <p>(121) HUEY LAZY HOE</p>
							<p>TIME CONT</p>

SC	PANEL	H/U	REV	NEW	
					<p>ACTION Int. Ext. Day Night</p>
					<p>DIALOGUE</p>
					<p>TIME</p>

SC	PANEL	H/U	REV	NEW	
					<p>ACTION Int. Ext. Day Night</p>
					<p>DIALOGUE</p>
					<p>TIME</p>



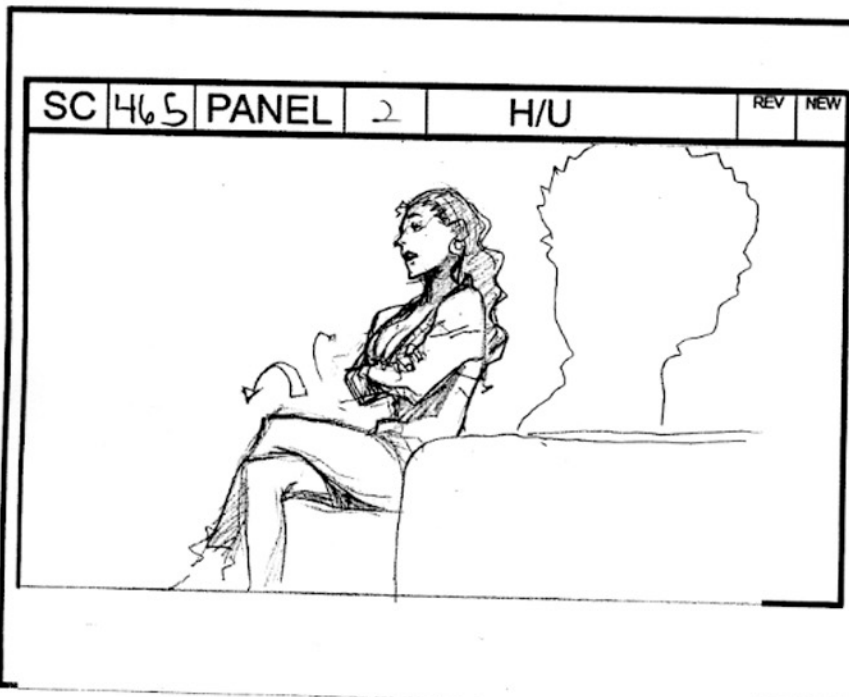
ACTION Int. Ext. (Day) Night

REVERSE ON ⓐ & (H)

DIALOGUE (122) CRISTAL

 YEAH

TIME 21X



ACTION Int. Ext. Day Night

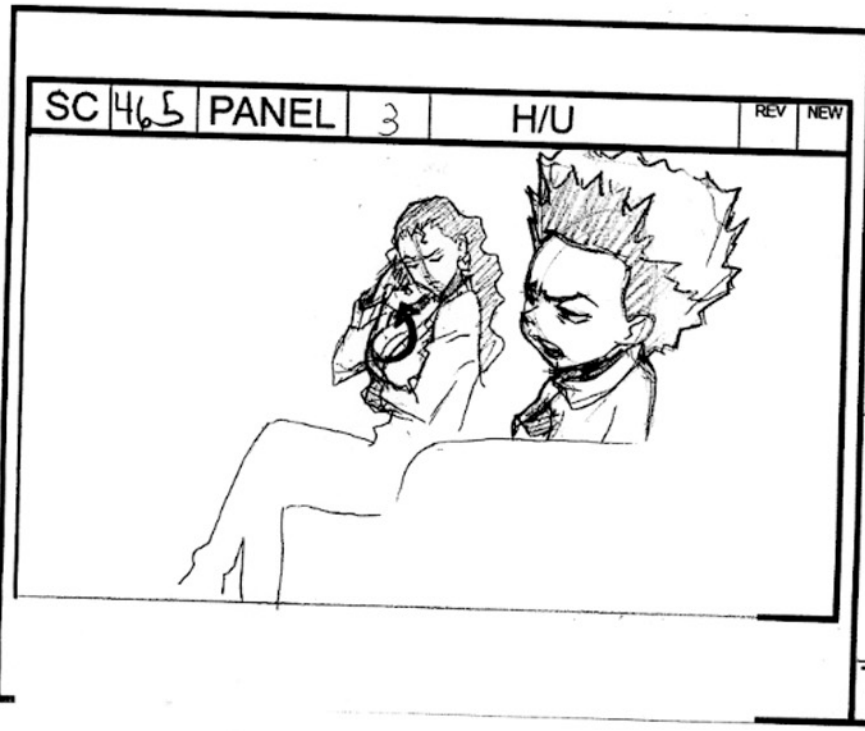
ⓐ CROSSES HER LEGS &

 FOLDS HER ARMS

DIALOGUE (122) CRISTAL - CONT'

 I CAN SEE THAT

TIME 24X



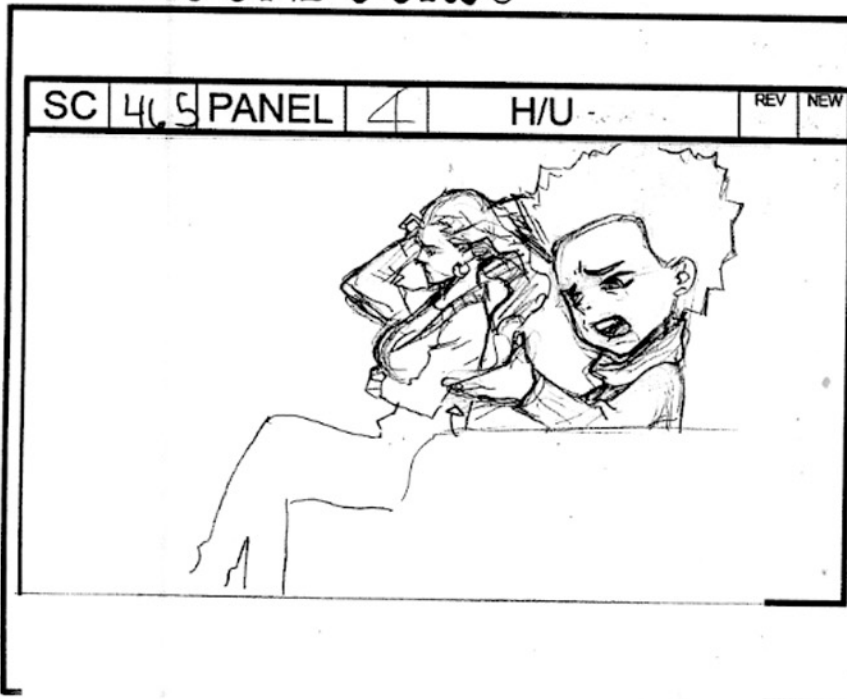
ACTION Int. Ext. Day Night

ⓐ TOUCHING HER HAIRS

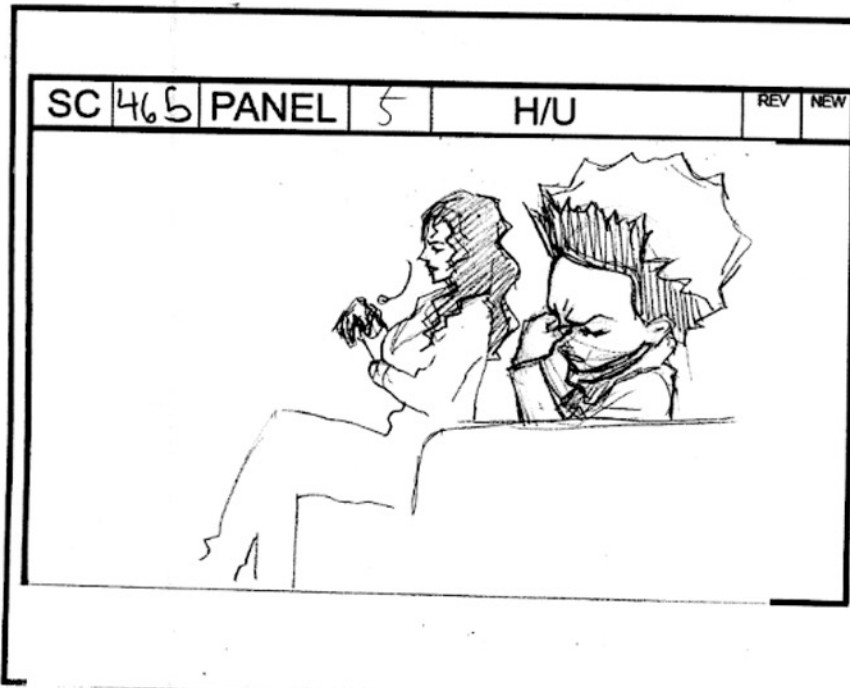
DIALOGUE (123) HUEY

 I DON'T KNOW

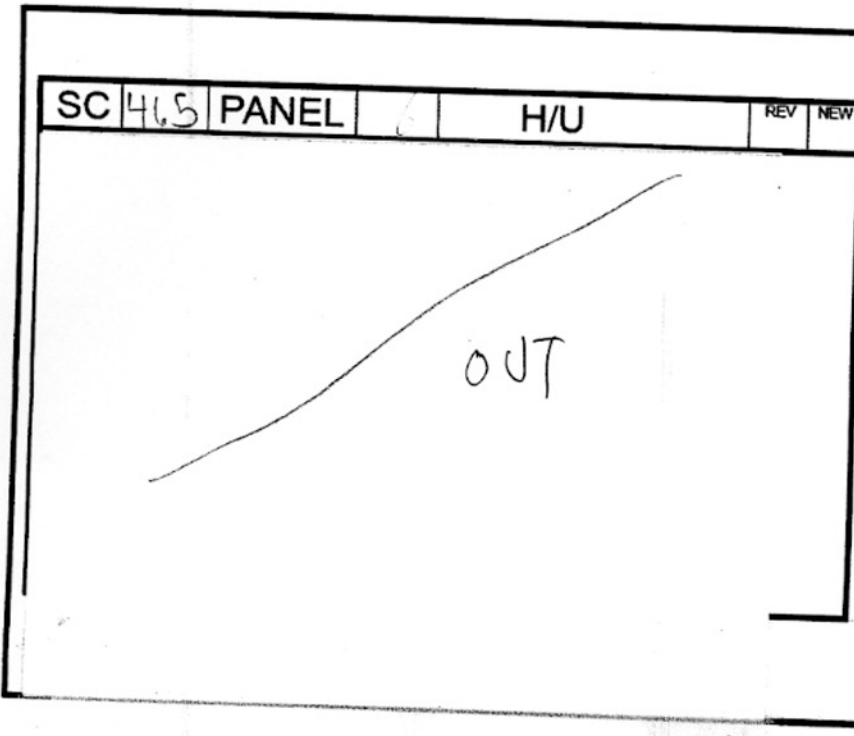
TIME 21X



ACTION	Int.	Ext.	Day	Night
CONT.				
DIALOGUE (23) HUEY - CONT'				
WHY MY GRANDDAD SEE IT				
TIME 26x				



ACTION	Int.	Ext.	Day	Night
CONT.				
(H) GRABS TOP OF HIS NOSE IN FRUSTRATION.				
DIALOGUE (24) CRISTAL				
CANT SEE IT				
TIME 27x				



ACTION	Int.	Ext.	Day	Night
(25)				
DIALOGUE				
TIME				



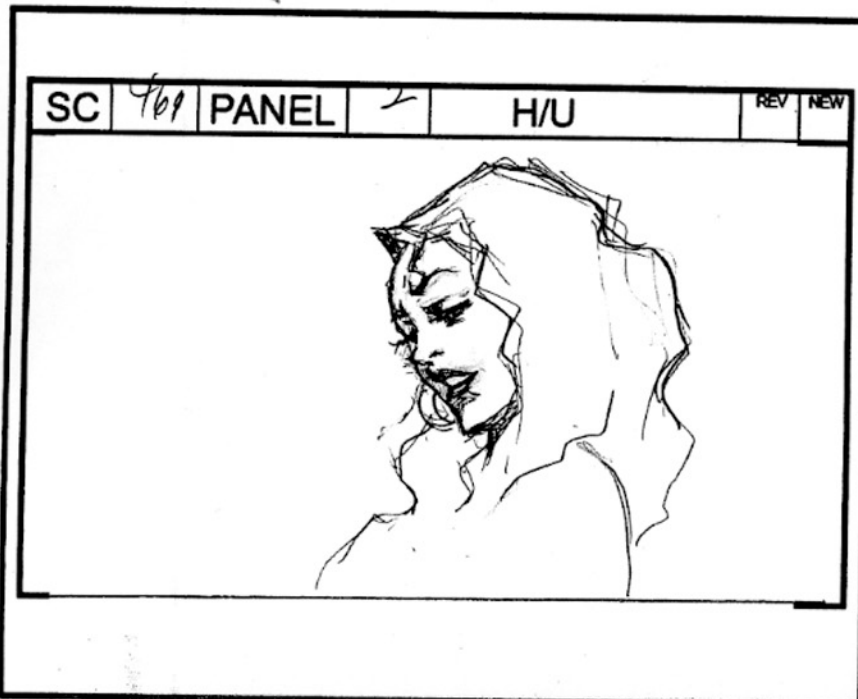
ACTION Int. Ext. Day Night

CLOSE ON (C)

DIALOGUE (24) CRISTAL - CONT'

TO BE HONEST

TIME 27X



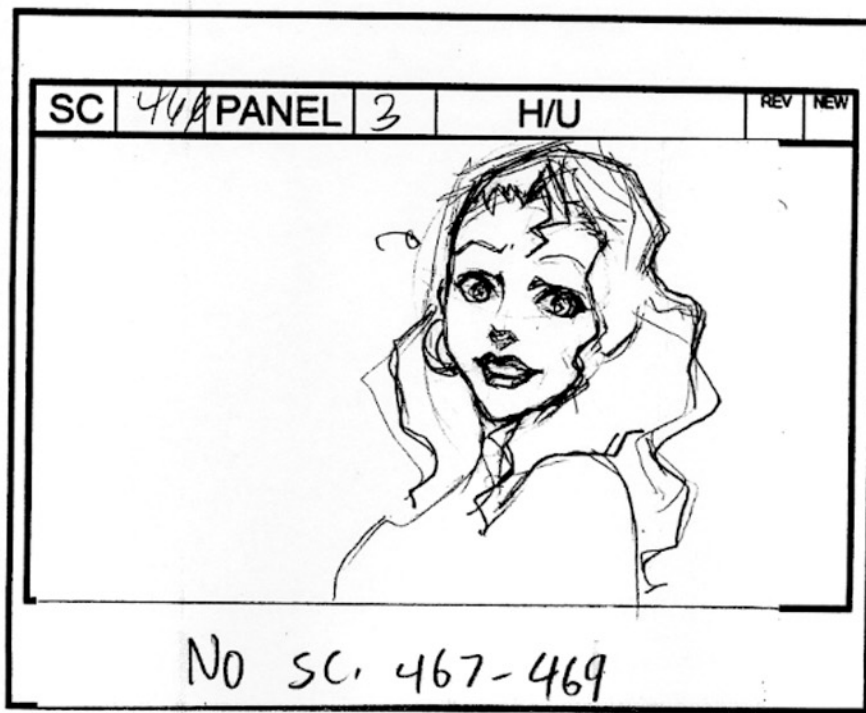
ACTION Int. Ext. Day Night

(C) TILTS HER HEAD AS SHE SPEAKS!

DIALOGUE (24) CRISTAL - CONT'

ME EITHER IT'S SO OBVIOUS

TIME 54X



ACTION Int. Ext. Day Night

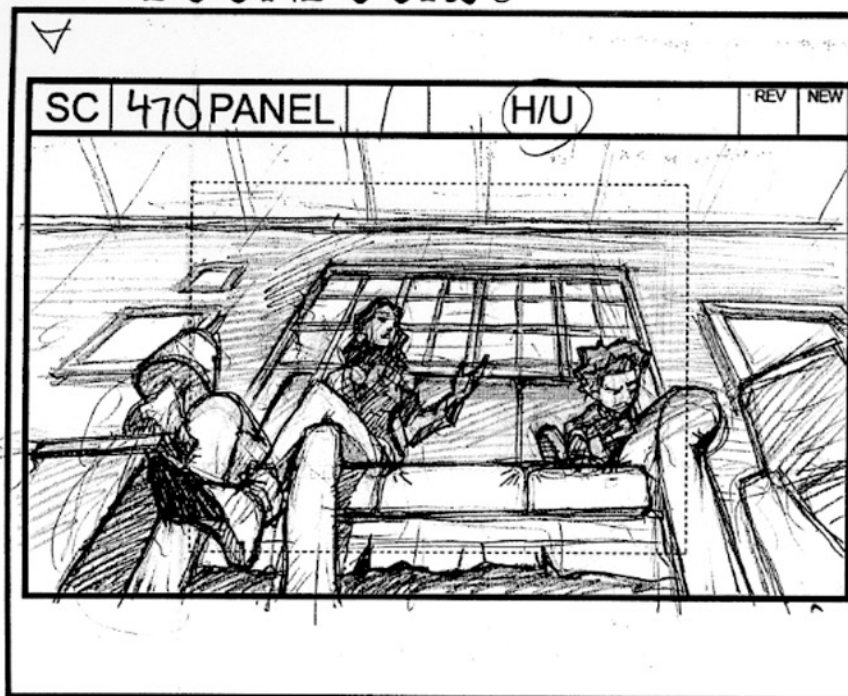
(C) LOOKS TO (OS) (H).

DIALOGUE (24) CRISTAL - CONT'

BUT IT'S OKAY

TIME 21X

REVISED



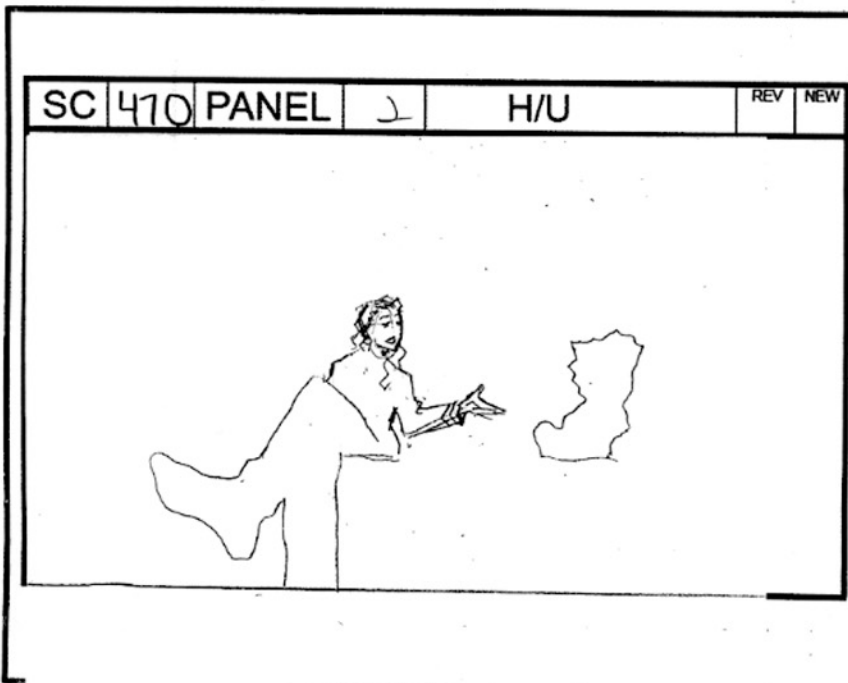
ACTION (Int) Ext. (Day) Night

UP SHOT ON (H) & (H)

DIALOGUE (24) CRISTAL - CONT'

BECAUSE, SEE,

TIME 16x



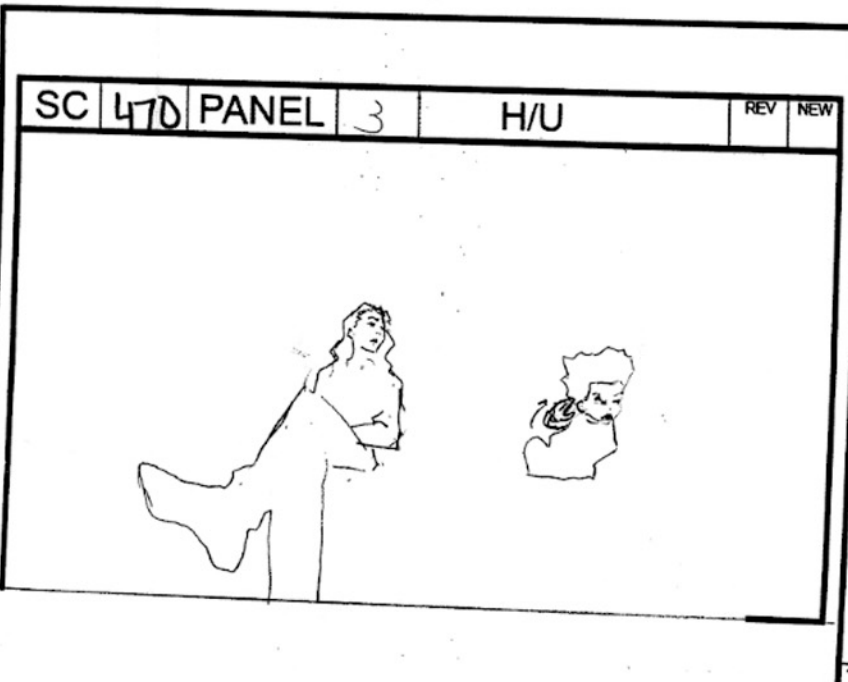
ACTION Int. Ext. Day Night

(H) GESTURES

DIALOGUE (24) CRISTAL - CONT'

I'M IN THIS "TRANSITIONAL"
PERIOD. AND --

TIME 16x



ACTION Int. Ext. Day Night

(H) SPEAKING
RAISES ARM UP

DIALOGUE (25) HUEY

AHAHAHAH. I DON'T
CARE YOU GOTTA GO


TIME 62x


MAR 18 2005


▽	SC 470.1	PANEL 1	H/U	REV	NEW	ACTION Int Ext. Day Night ANGLE ON A PACK OF CIGARETTE & A ASHTRAY
						DIALOGUE
						TIME 9A

	SC 470.1	PANEL 2	H/U	REV	NEW	ACTION Int. Ext. Day Night © HAND (IN) & GRABS A PACK OF CIGARETTE.
						DIALOGUE
						TIME 7X

	SC 470.1	PANEL 3	H/U	REV	NEW	ACTION Int. Ext. Day Night TAKES IT O.S.
						DIALOGUE
						TIME 8X


▽	SC 410.2	PANEL /	H/U	REV	NEW	ACTION Int. Ext. <u>Day</u> Night
						CU. ON (C)
						DIALOGUE
						TIME 13x


	SC 410.2	PANEL 2	H/U	REV	NEW	ACTION Int. Ext. Day Night
						LEANS BACK
						DIALOGUE
						TIME 10x

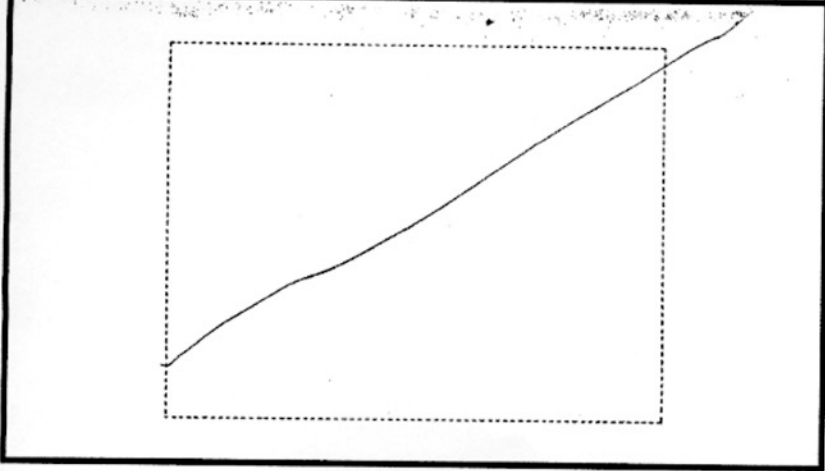
	SC 410.1	PANEL 3	H/U	REV	NEW	ACTION Int. Ext. Day Night
						COUPLE OF CIGARETTES POPS UP AS (C) QUICKLY LOWERS A PACK.
						DIALOGUE
						TIME 9x

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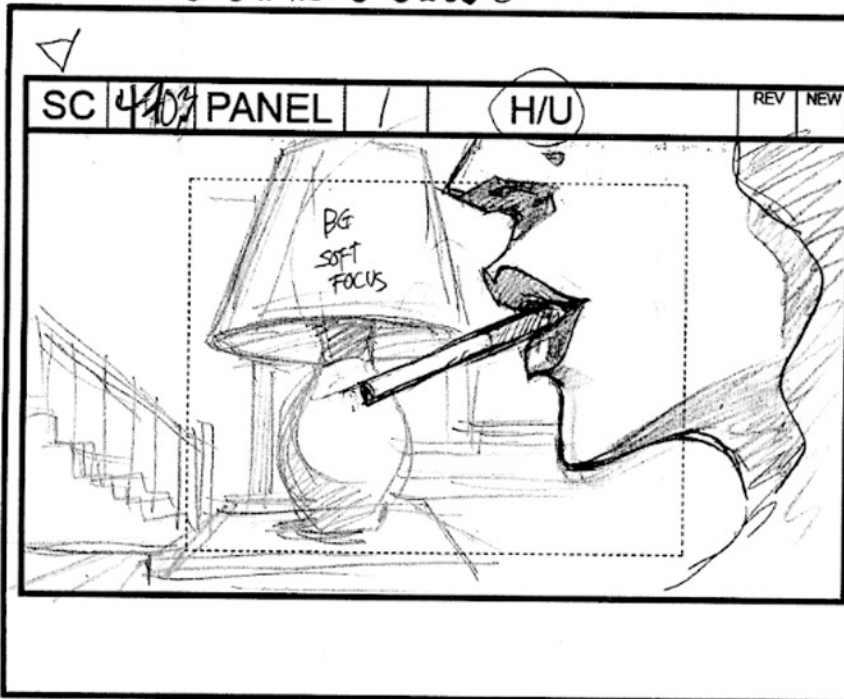
MAR 18 2005

SC	470	PANEL	4	H/U	REV	NEW	<p>ACTION Int. Ext. Day Night</p> <p>⊙ TAKES ON BY HER TEETH</p> <p>DIALOGUE</p> <p>TIME 10X</p>
							

SC	470	PANEL	5	H/U	REV	NEW	<p>ACTION Int. Ext. Day Night</p> <p>⊙ LOWERS A PACK ⊙</p> <p>⊙ LEFT HAND UP ⊙</p> <p>WITH THE LIGHTER.</p> <p>DIALOGUE</p> <p>TIME 10K</p>
							

SC	PANEL	H/U	REV	NEW	<p>ACTION Int. Ext. Day Night</p> <p>DIALOGUE</p> <p>TIME</p>
					

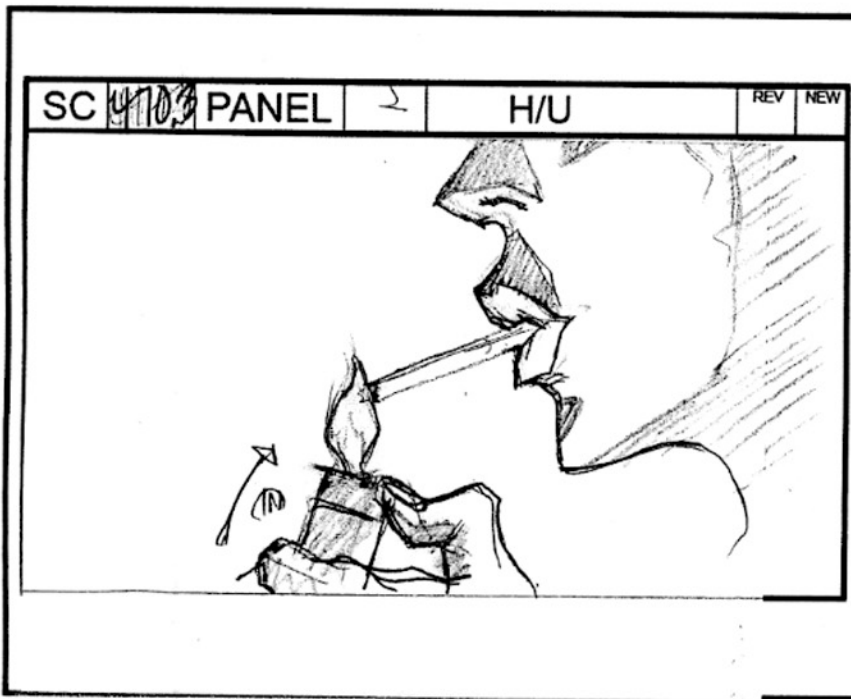
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ACTION (Int) Ext. (Day) Night
 ECU ON (C)

DIALOGUE

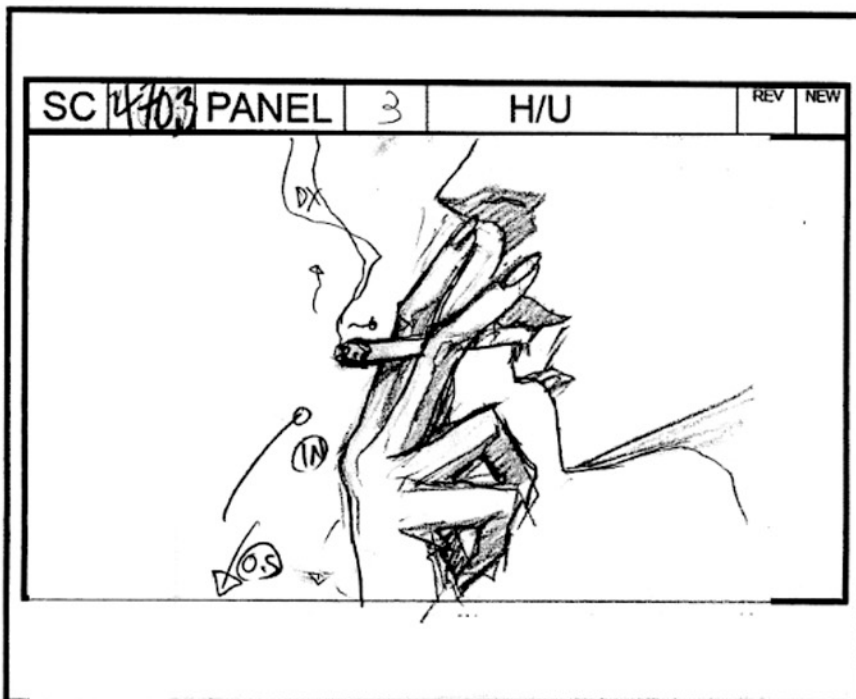
TIME 7x



ACTION Int. Ext. Day Night
 (C) GETS THE RIM LIT AS SHE TURNS ON THE FIRE

DIALOGUE

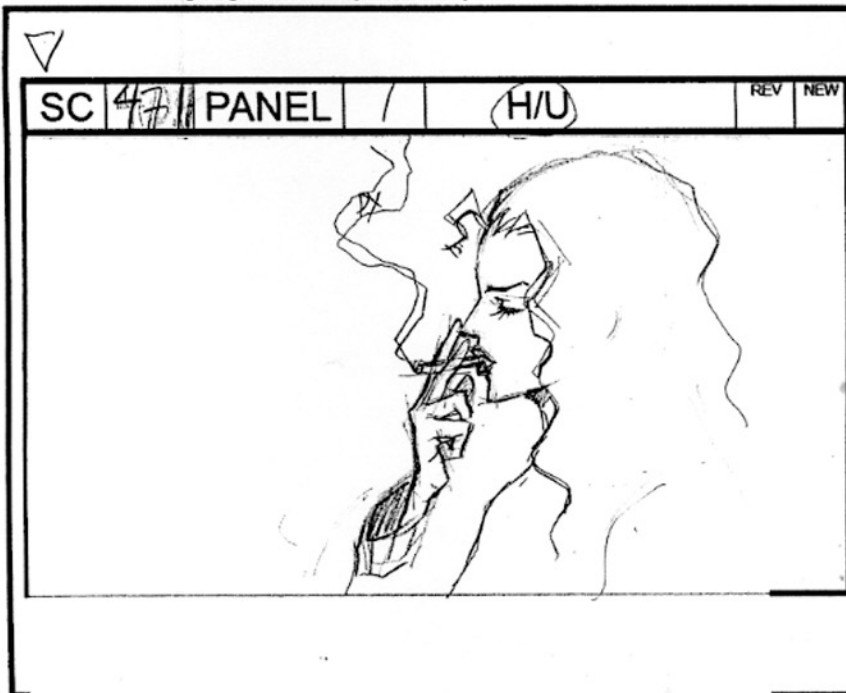
TIME 8x



ACTION Int. Ext. Day Night
 SHE LOWERS THE LIGHTER AND HER RIGHT HAND (M) & HOLD A CIGARETTE SHE SUCKS A CIGARETTE.

DIALOGUE

TIME 7x

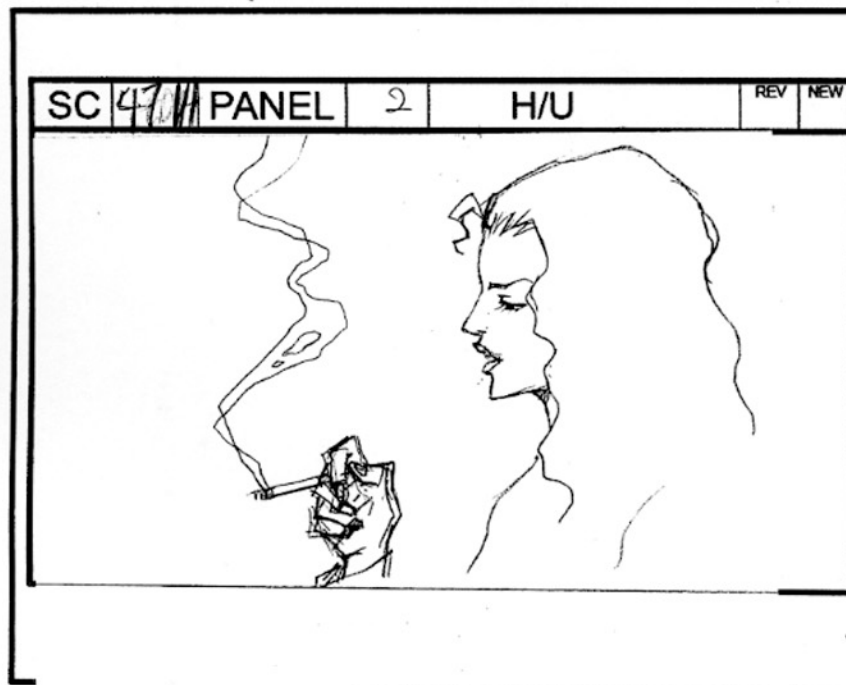


ACTION Int. Ext. Day Night

BACK TO PREVIOUS SETUP

DIALOGUE

TIME 7x



ACTION Int. Ext. Day Night

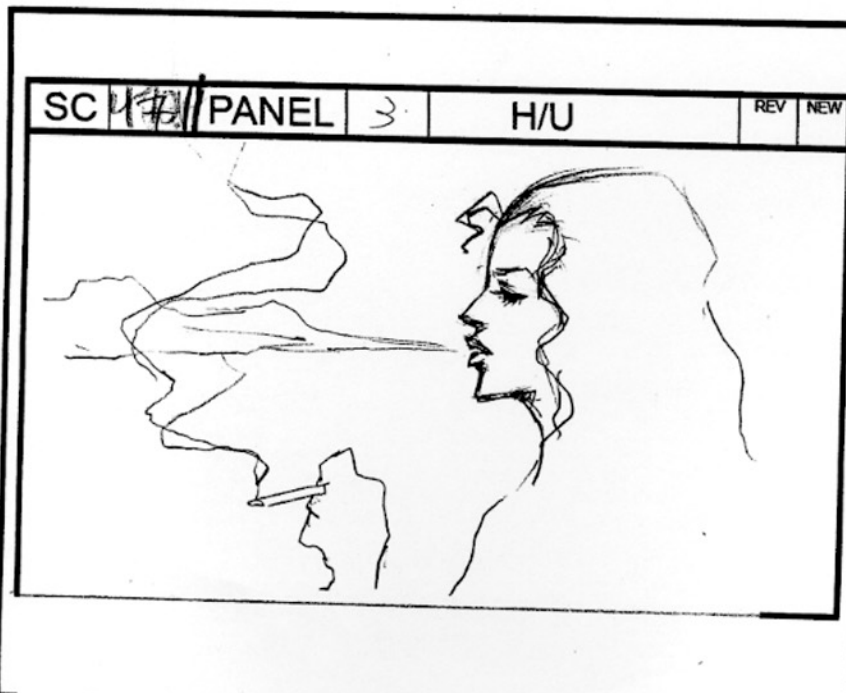
LOWERS A CIGARETTE & INHALES

DIALOGUE

<INHALES>

....

TIME 15x



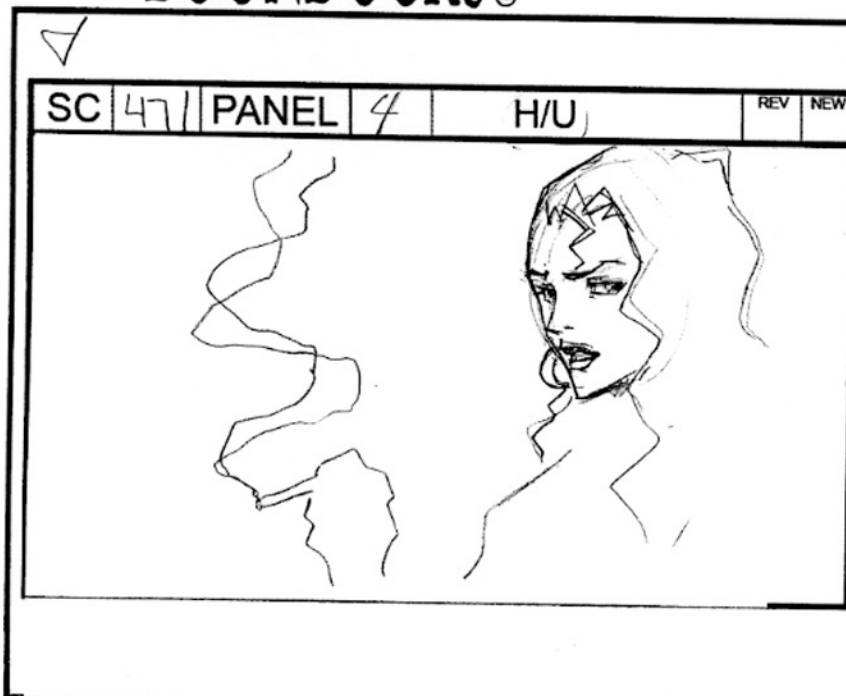
ACTION Int. Ext. Day Night

THEN SEND OUT THE SMOKE FROM HER MOUTH.

DIALOGUE

<EXHALES>

TIME 11x



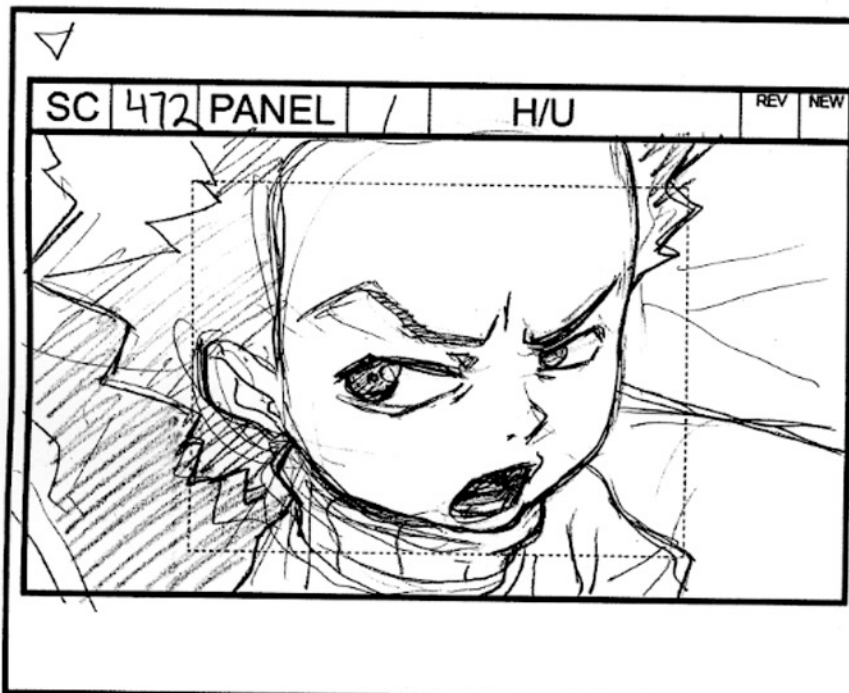
ACTION (Int.) Ext. (Day) Night

BACK TO PREVIOUS SET UP ON (C)

DIALOGUE (26) CRISTAL

I CAN'T DO THAT

TIME 27X



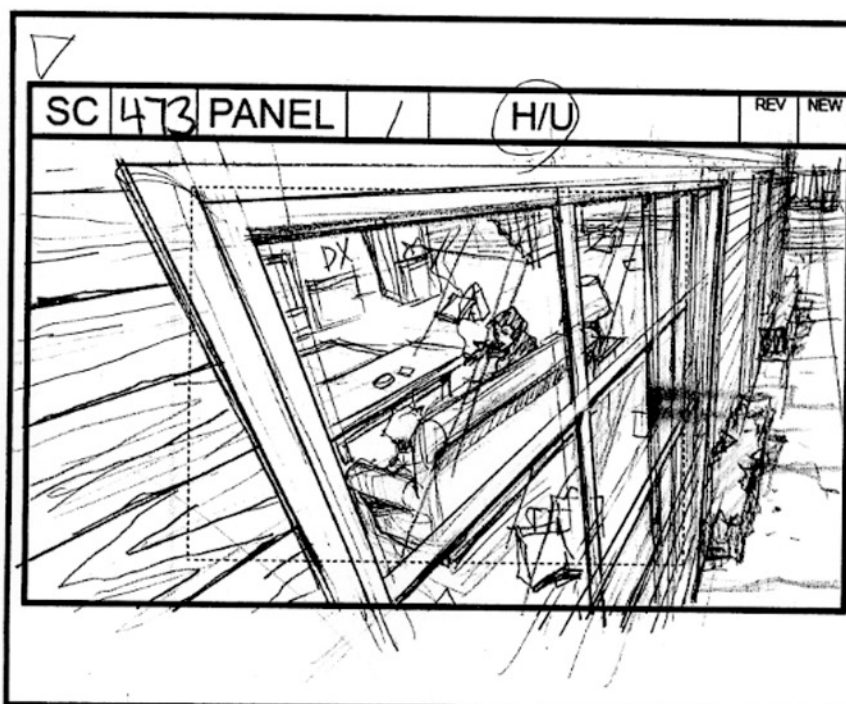
ACTION (Int.) Ext. (Day) Night

E.C.U. ON (H)

DIALOGUE (27) HUEY

I'M SORRY?

TIME 28X



ACTION Int. (Ext.) (Day) Night

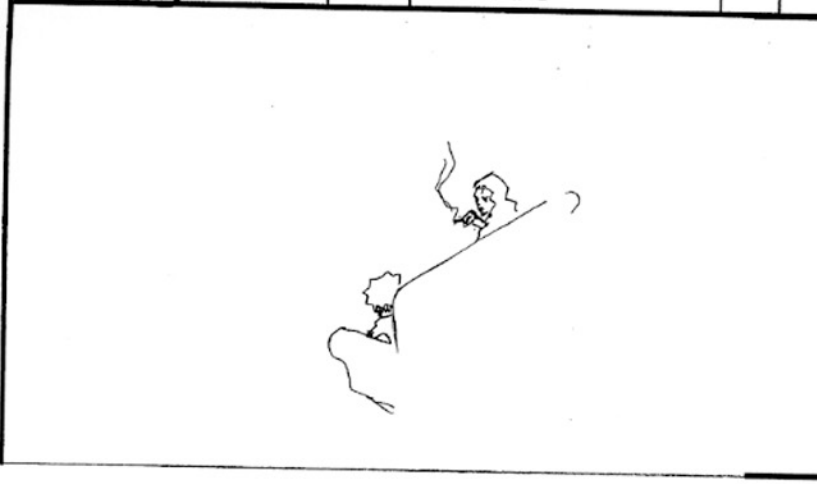
VIEW FROM OUTSIDE OF THE WINDOW,

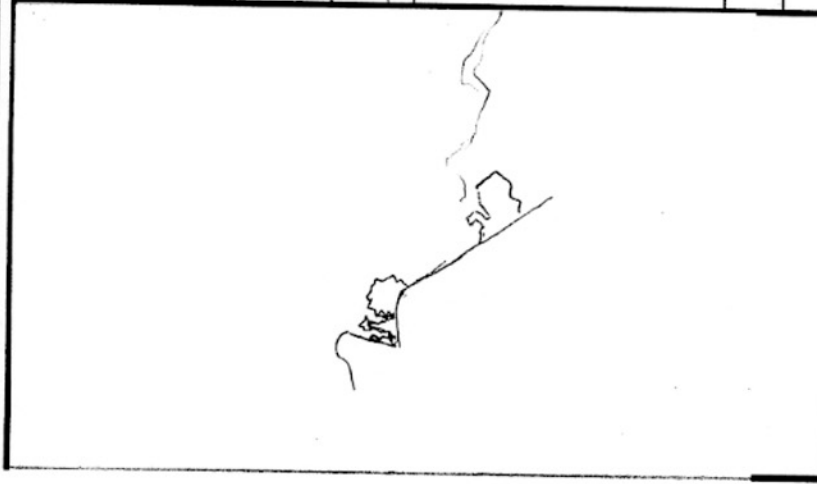
DIALOGUE (28) CRISTAL


YOU GUYS HAVE THE LIFE!


TIME 37X

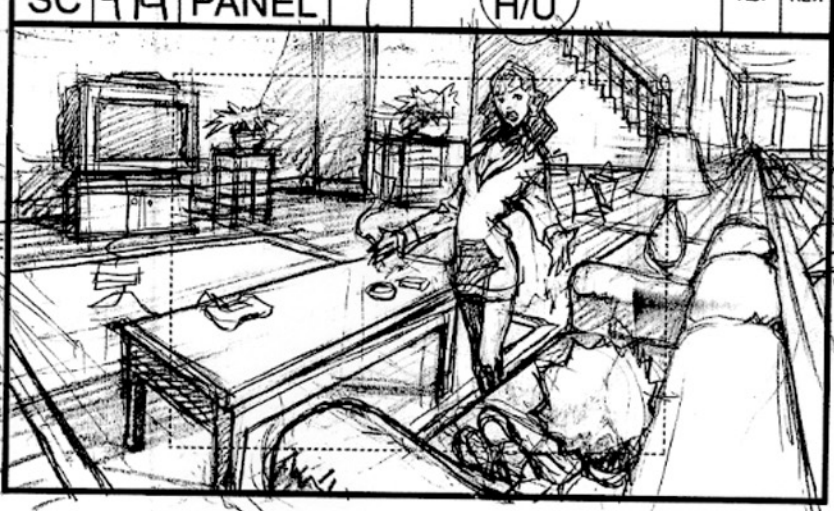
SC	473	PANEL	2	H/U	REV	NEW	<p>ACTION Int. Ext. Day Night</p> <p>⊙ GESTURES</p> <hr/> <p>DIALOGUE (128) CRISTAL - CONT'</p> <p>I WANT THE LIFE, TOO.</p> <hr/> <p>TIME 38X</p>
							

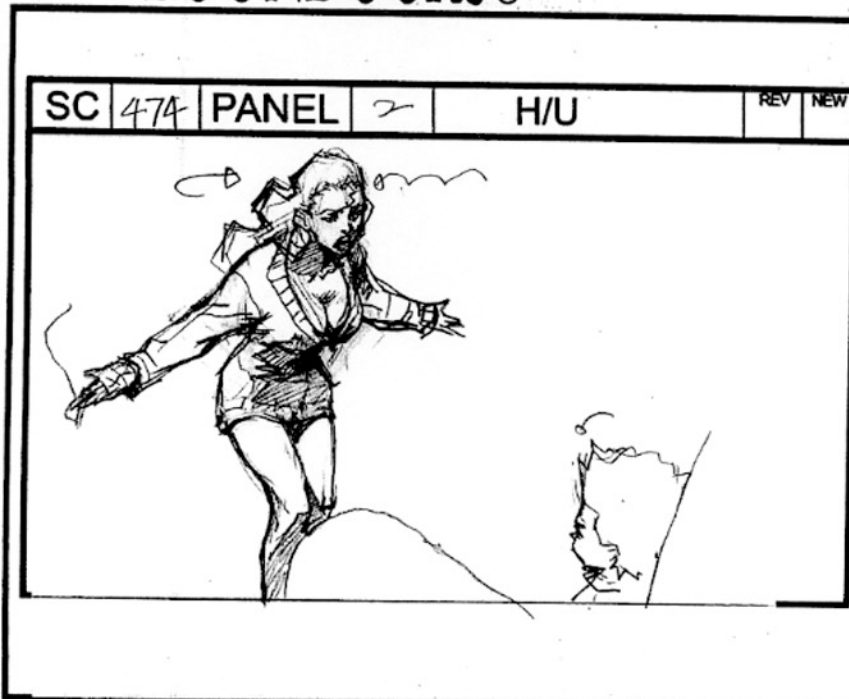
SC	473	PANEL	3	H/U	REV	NEW	<p>ACTION Int. Ext. Day Night</p> <p>⊕ SPEAKS</p> <hr/> <p>DIALOGUE (129) HUEY</p> <p>YES, BUT IT'S OUR LIFE.</p> <hr/> <p>TIME 50X</p>
							

SC	473	PANEL	4	H/U	REV	NEW	<p>ACTION Int. Ext. Day Night</p> <p>⊕ GESTURES</p> <hr/> <p>DIALOGUE (129) HUEY - CONT'</p> <p>WE'RE HIS FAMILY</p> <hr/> <p>TIME 37X</p>
							

SC 473	PANEL 5	H/U	REV	NEW	<p>ACTION Int. Ext. Day Night</p> <p>© GETS UP IN FRUSTRATION.</p>
					<p>DIALOGUE (130) CRISTAL</p> <p>OH.</p>
<p>TIME 16X</p>					

SC 473	PANEL 6	H/U	REV	NEW	<p>ACTION Int. Ext. Day Night</p> <p>THEN © TURNS TO (H)</p>
					<p>DIALOGUE (130) CRISTAL - CONT'</p> <p>SO</p>
<p>TIME 9X</p>					

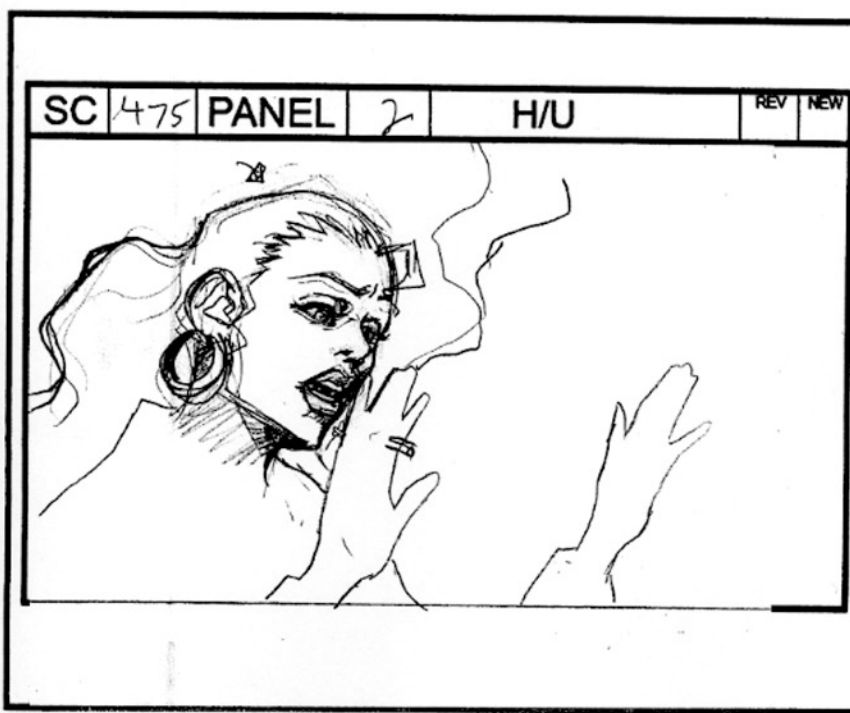
SC 474	PANEL	H/U	REV	NEW	<p>ACTION (Int) Ext. (Day) Night</p> <p>OTS (H) ON (C)</p>
					<p>DIALOGUE (130) CRISTAL - CONT'</p> <p>NOW</p>
<p>TIME 12X</p>					



ACTION	Int.	Ext.	Day	Night
© WALKS TO (H) & STOPS IN FRONT OF HIM				
DIALOGUE (B) CRISTAL - CONT' WE GET TO WHAT THIS IS REALLY ABOUT				
TIME 47X				

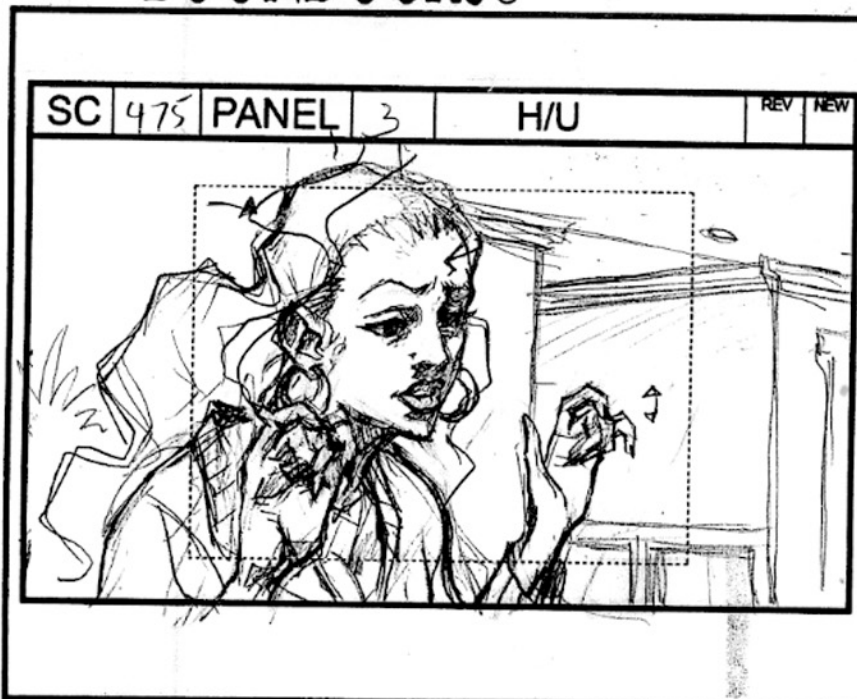


ACTION	Int.	Ext.	Day	Night
CUT CLOSER ON (C), GESTURING AS SHE SPEAKS.				
DIALOGUE (B) CRISTAL - CONT' I'M NOT				
TIME 18X				

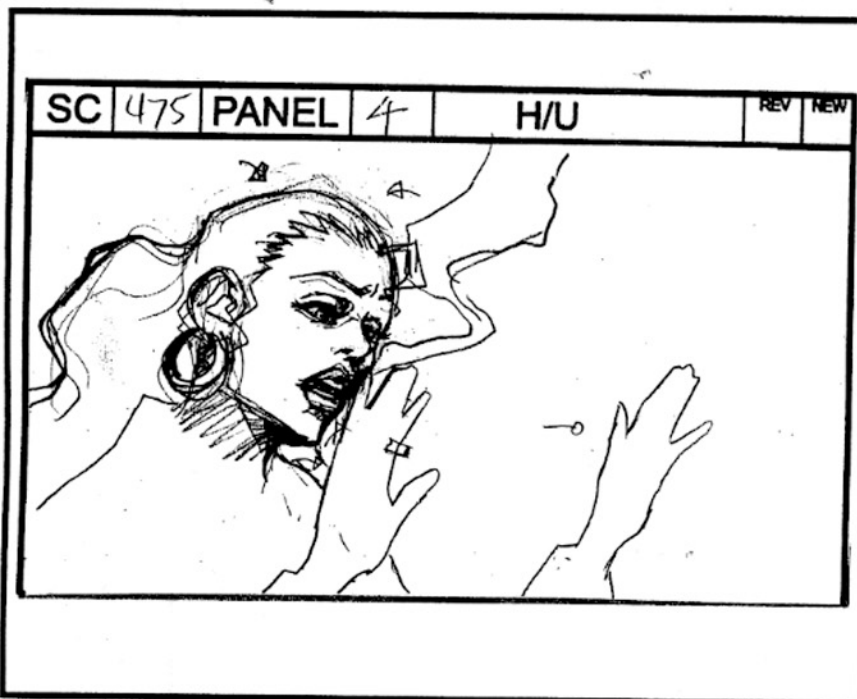


ACTION	Int.	Ext.	Day	Night
CONT. ACTION				
DIALOGUE (B) CRISTAL - CONT' ONE OF				
TIME 12X				

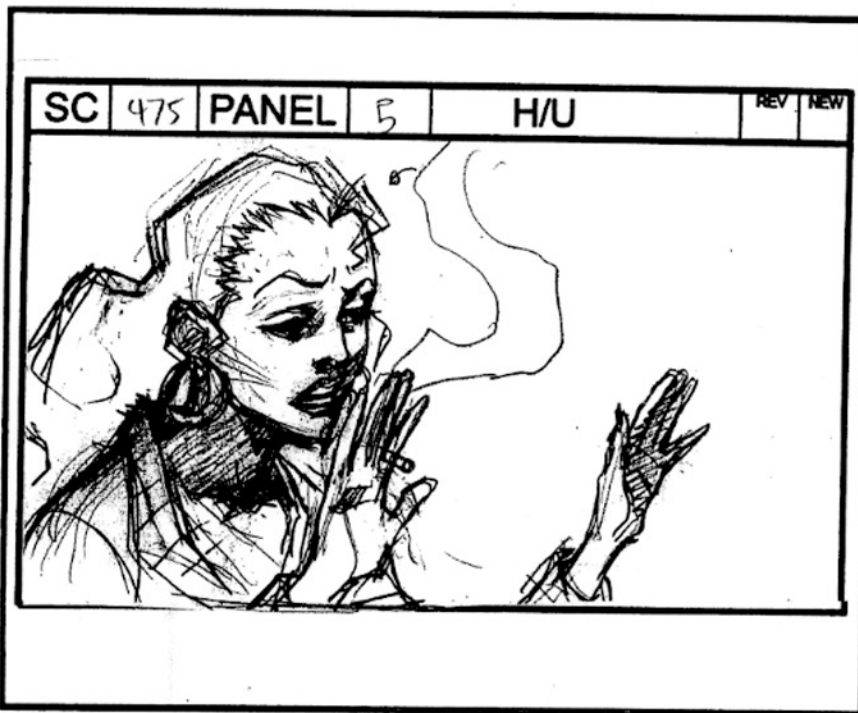
Revised
MAR 13 2005 PG. 450.1
FOLLOWS



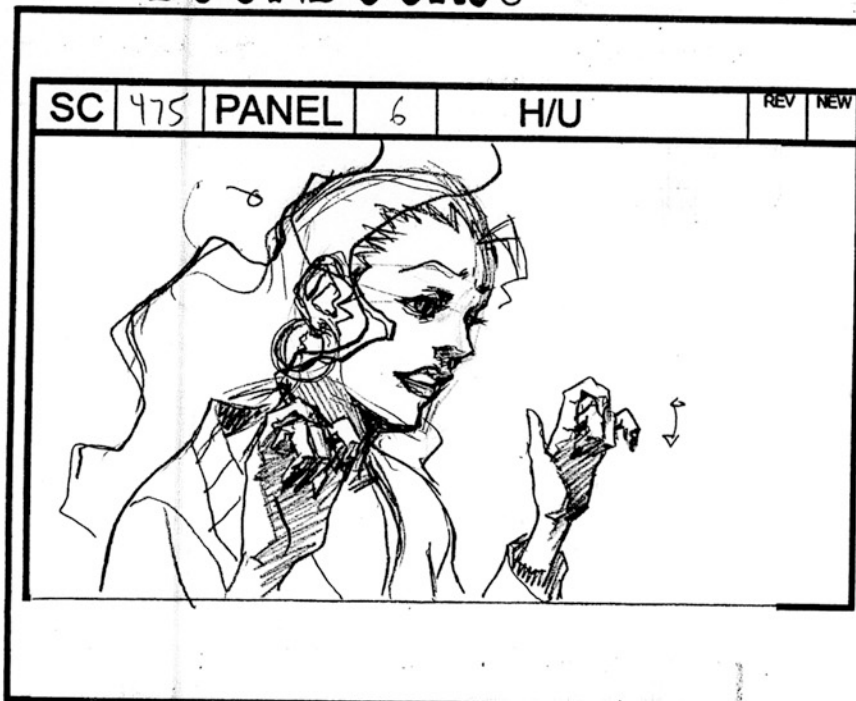
ACTION	Int.	Ext.	Day	Night
© DOES THE "QUOTES" HAND SIGN AS SHE SPEAKS				
DIALOGUE (130) CRISTAL -CONT'				
Y'ALL."				
TIME 19X				



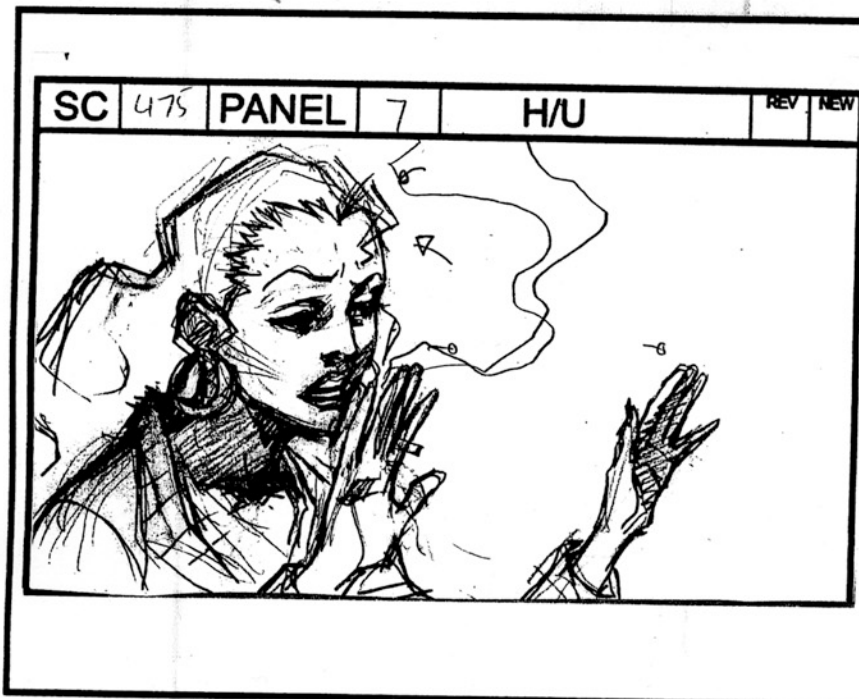
ACTION	Int.	Ext.	Day	Night
CONT. ACTION				
© GESTURES AS SHE SPEAKS				
DIALOGUE (130) CRISTAL -CONT'				
I'M NOT				
TIME 17X				



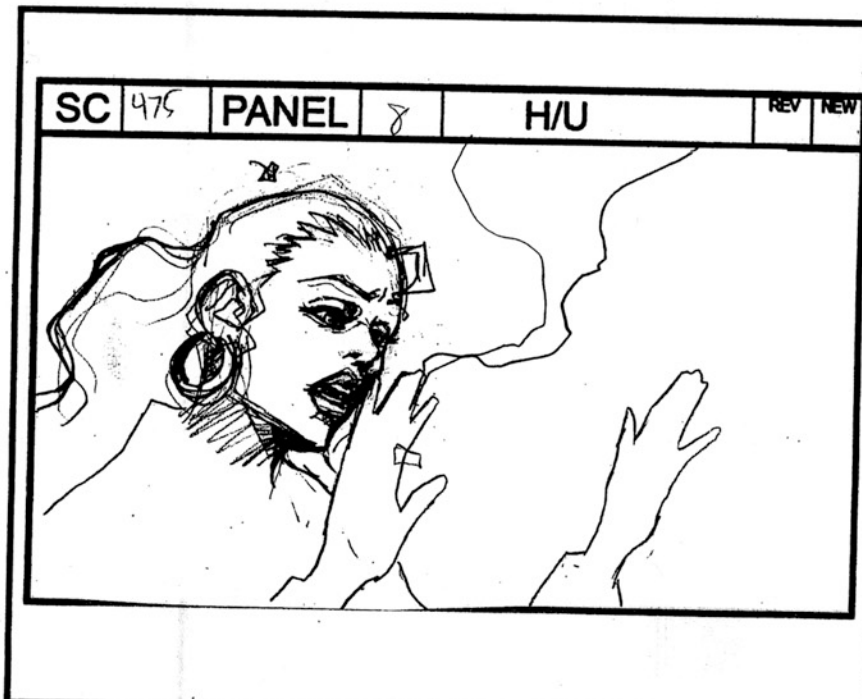
ACTION	Int.	Ext.	Day	Night
CONT. ACTION				
DIALOGUE (130) CRISTAL -CONT'				
IN THE				
TIME 12X				



ACTION	Int.	Ext.	Day	Night
(C) DOES THE "QUOTES" WITH HER FINGERS AGAIN.				
DIALOGUE (130) CRISTAL - CONT'				
FAMILY				
TIME 18X				




ACTION	Int.	Ext.	Day	Night
(C) GESTURES AS SHE SPEAKS				
DIALOGUE (130) CRISTAL - CONT'				
I DON'T				
TIME 17X				

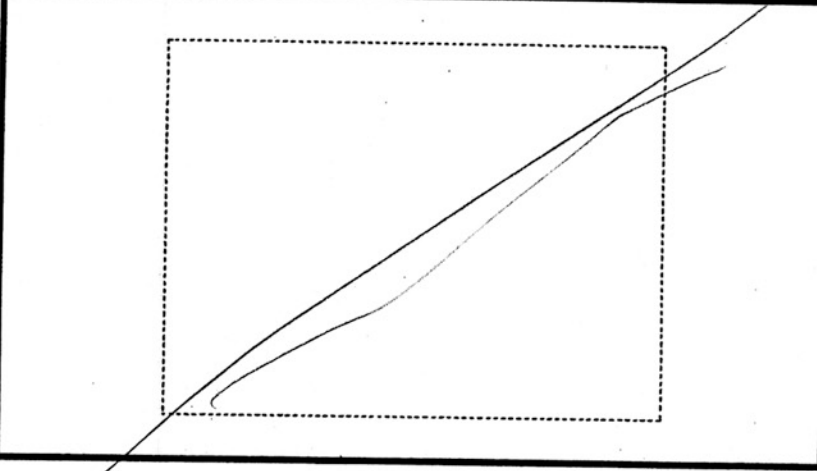


ACTION	Int.	Ext.	Day	Night
CONT. ACTION.				
DIALOGUE (130) CRISTAL - CONT'				
CARRY				
TIME 9X				

MAR 18 2005

SC	475	PANEL	9	H/U	REV	NEW	
							<p>ACTION Int. Ext. Day Night</p> <p>Ⓒ GESTURES, DOING THE "QUOTES" SIGN AGAIN</p> <hr/> <p>DIALOGUE Ⓒ (30) CRISTAL - CONT'</p> <p>HIS GENES</p> <hr/> <p>TIME 22X</p>

SC	475	PANEL	10	H/U	REV	NEW	
							<p>ACTION Int. Ext. Day Night</p> <p>Ⓒ GESTURES AS SHE SPEAKS.</p> <hr/> <p>DIALOGUE</p> <p>Ⓒ (30) CRISTAL - CONT'</p> <p>SO I HAVE TO GO?</p> <hr/> <p>TIME 30X</p>

SC	PANEL	H/U	REV	NEW	
					<p>ACTION Int. Ext. Day Night</p> <hr/> <p>DIALOGUE</p> <hr/> <p>TIME</p>

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SC	474	PANEL	8	H/U	REV	NEW
----	-----	-------	---	-----	-----	-----

OUT

ACTION	Int.	Ext.	Day	Night
CONT.				
DIALOGUE (130) CRISTAL - CONT'				
SO I HAVE TO GO?				
STOP START TIME				

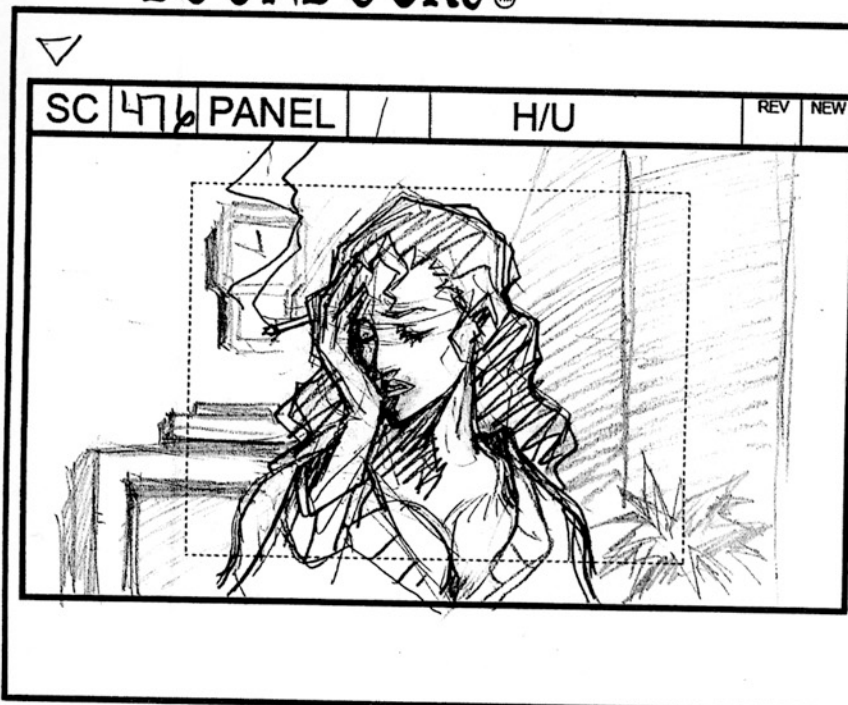
SC	474	PANEL	9	H/U	REV	NEW
----	-----	-------	---	-----	-----	-----

OUT

ACTION	Int.	Ext.	Day	Night
© suck A CIGARETTE.				
DIALOGUE (131) HUEY				
IS.				
TIME				

SC	475.1	PANEL	1	(H/U)	REV	NEW
----	-------	-------	---	-------	-----	-----

ACTION	(Int.)	Ext.	(Day)	Night
SHOT THRU BETWEEN (C)'S LEGS. ON (H)				
DIALOGUE (131) HUEY - CONT'				
YEEAH!				
YES. PLUS YOU'RE A LAZY HOE!				
TIME 05X				



ACTION Int. Ext. Day Night

ON ○ TOUCHES HER FACE
IN FRUSTRATION

DIALOGUE (132) CRISTAL
<SIGH>

TIME 13X

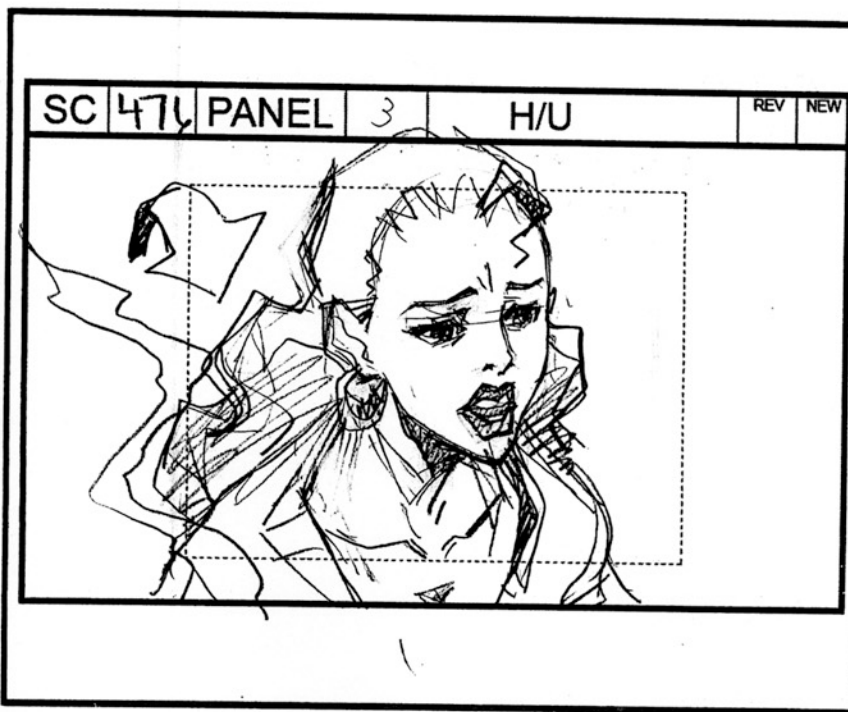


ACTION Int. Ext. Day Night

○ TURNS TO OS (17)

DIALOGUE (132) CRISTAL - CONT'
"HOE" IS A

TIME 21X



ACTION Int. Ext. Day Night

LEANS FWD.

DIALOGUE (132) CRISTAL - CONT'
STRONG TERM.

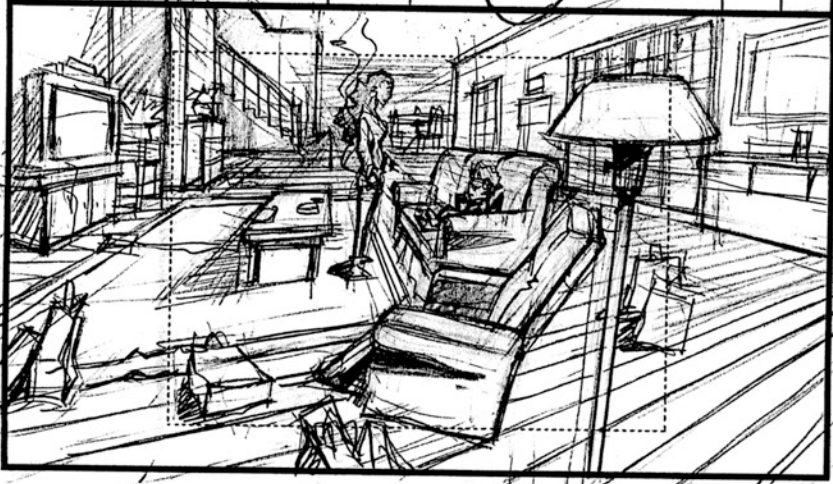
TIME 44X


THE BOONDOCKSTM


EPS 102

ACT II

PAGE 453

SC 477	PANEL 1	H/U	REV	NEW
				
ACTION Int. Ext. Day Night WIDE ON © & (H)				
DIALOGUE (32) CRISTAL - CONT' RIGHT NOW				
TIME 23X				

SC 477	PANEL 2	H/U	REV	NEW
				
ACTION Int. Ext. Day Night © GESTURES				
DIALOGUE (32) CRISTAL - CONT' I'M SOMEWHERE BETWEEN				
TIME 28X				

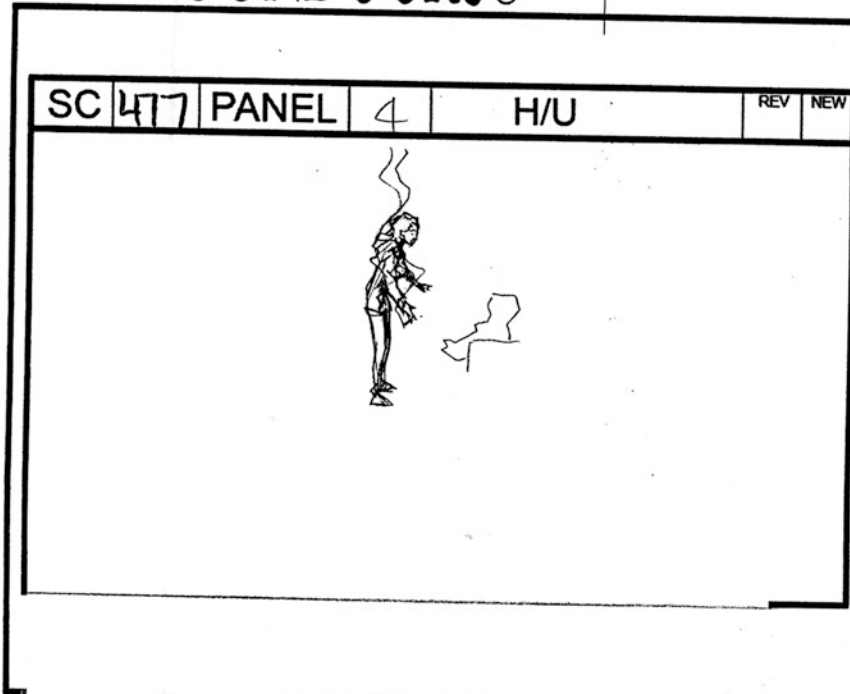
SC 477	PANEL 3	H/U	REV	NEW
				
ACTION Int. Ext. Day Night CONT,				
DIALOGUE (32) CRISTAL - CONT' 'ANATOMICAL SALES ASSOCIATE' AND ...				
TIME 57X				

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ACTION Int. Ext. Day Night

CONT.

DIALOGUE (32) CRISTAL - CONT'
 = HIGH MAINTENANCE GIRLFRIEND!'

TIME 24X



ACTION Int. Ext. Day Night

CONT.

BG S/A SC. 476

DIALOGUE (32) CRISTAL - CONT'
 CAN'T YOU BE POSITIVE
 ABOUT MY GROWTH?!

TIME 46X



ACTION Int. Ext. Day Night

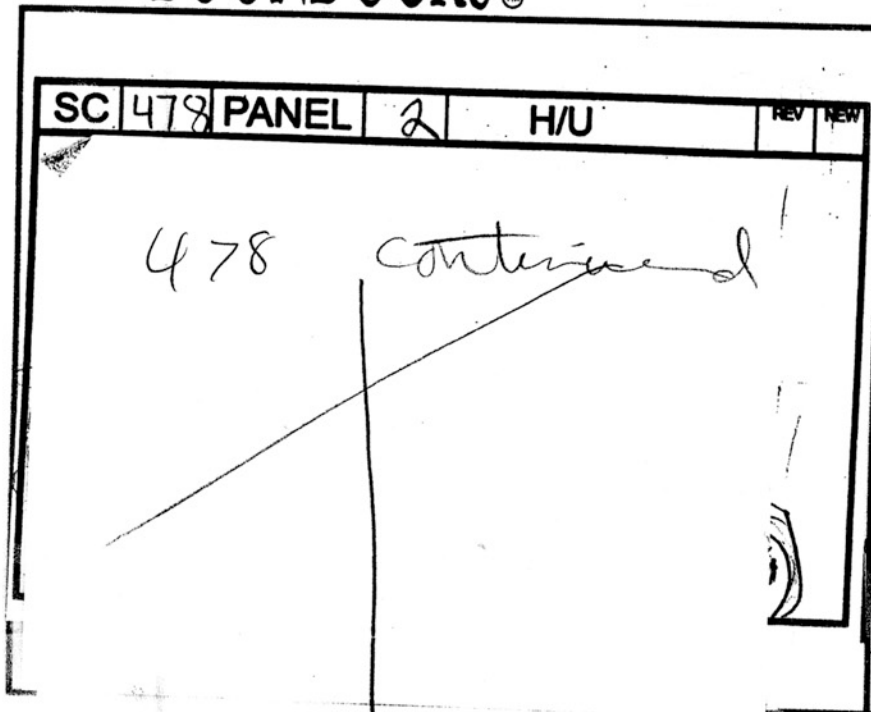
OTS (C)
 ON (H) HANDS TOGETHER

DIALOGUE (33) HUEY
 CRISTAL, EVERY PART OF
 YOU BEING HERE IS
 UNACCEPTABLE

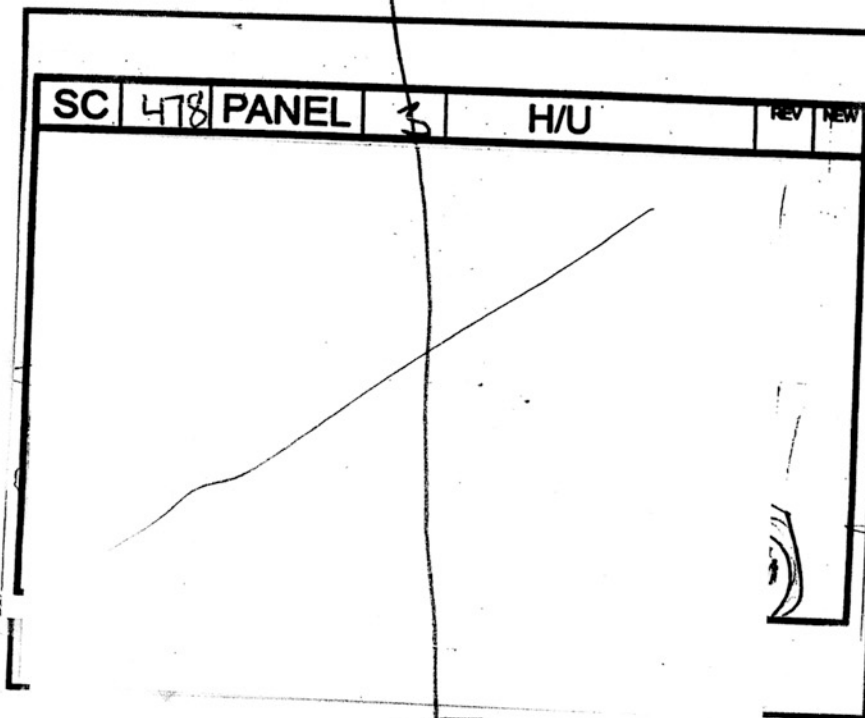
TIME 81X

MAR 13 2005

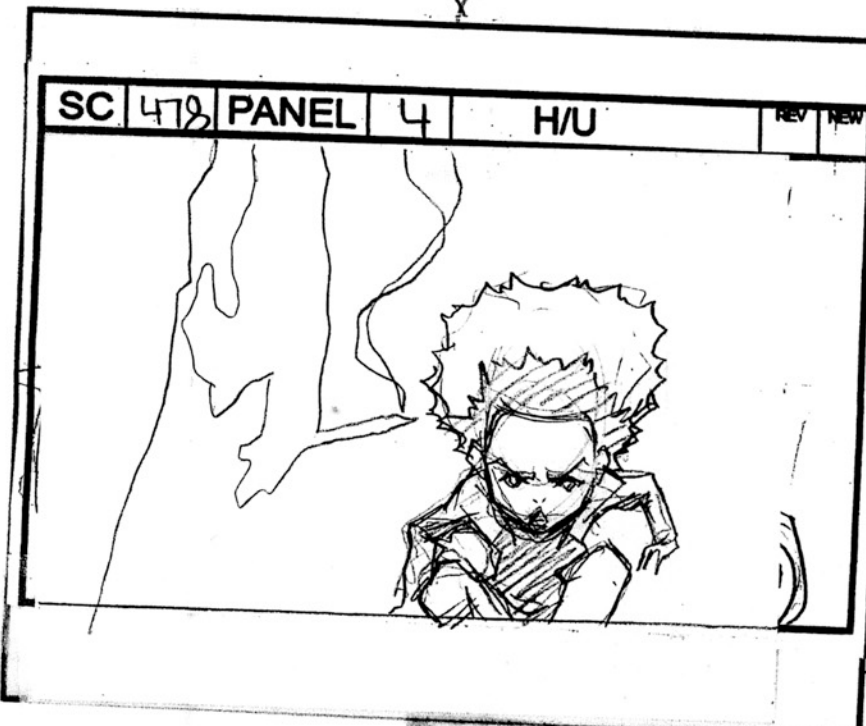
© 2005 ADELAIDE PRODUCTIONS, INC.



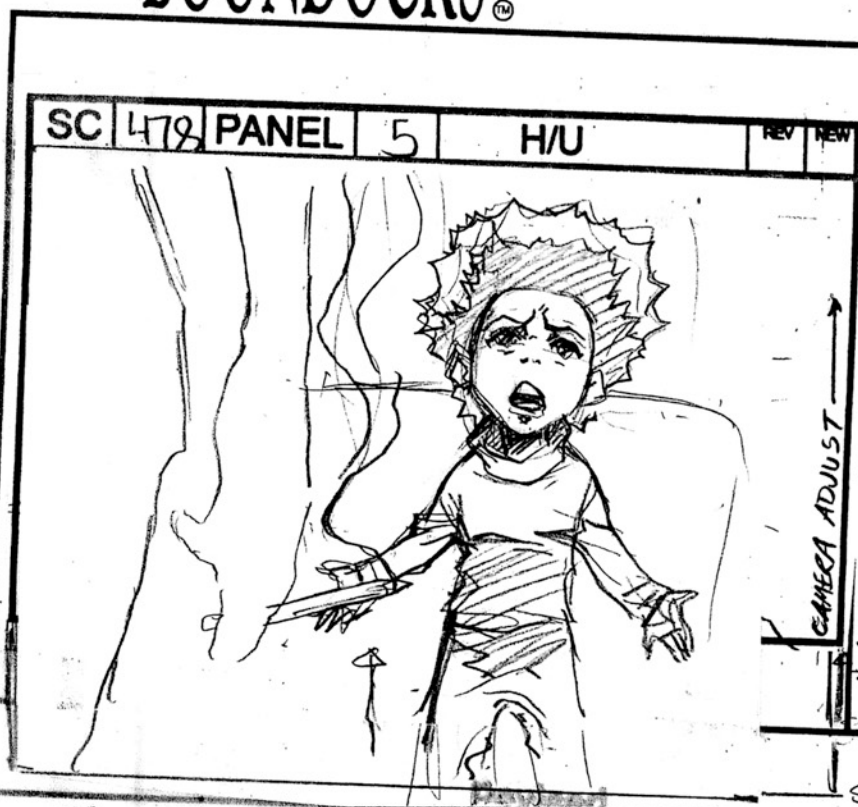
ACTION	Int.	Ext.	Day	Night
©		(A5)	(H)	GESTURES
DIALOGUE (B3) HUEY - CONT'				
EVERY PART OF YOU BEING				
HERE IS				
TIME				



ACTION	Int.	Ext.	Day	Night
(H)				SWINGS ACMS HAND & LEAVE A CIGARETTE IN
DIALOGUE (B3) HUEY - CONT'				
UNACCEPTABLE!				
TIME				



ACTION	Int.	Ext.	Day	Night
©				BY
(H) ANTICS TO GET UP				
DIALOGUE (B3) HUEY - CONT'				
DO				
TIME 15X				



ACTION Int. Ext. Day Night

⊖ LEANS BACK
AS
⊕ GETS UP.
* CAMERA ADJUSTS UP,
WITH ⊕

DIALOGUE (133) HUEY - CONT'
YOU REALIZE I'M
DOING PROSTITUTE LAUNDRY?!

STOP
TIME 60X

START



ACTION Int. Ext. Day Night

⊕ PUTS FINGERS
ON TEMPLE

DIALOGUE (133) HUEY - CONT'
DO YOU HAVE ANY IDEA

TIME 21X

Revised

MAR 11 2006



ACTION Int. Ext. Day Night

⊕ PLACES PALMS
OPEN

DIALOGUE (133) HUEY - CONT'
HOW DISGUSTING THAT IS?


TIME 38X

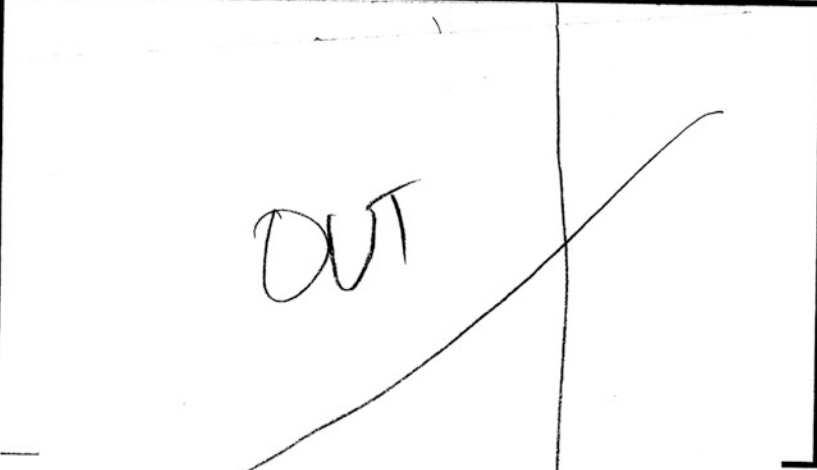
MAR 11 2006


REVISED

16 FEB 05

*ENTIRE PG.


SC 479	PANEL /	(H/U)	REV	NEW
				
ACTION Int. Ext. Day Night OTS (H)				
DIALOGUE				
TIME 11X				


SC 479	PANEL 2	H/U	REV	NEW
				
ACTION Int. Ext. Day Night (H) LEANS BACK				
DIALOGUE				
TIME 4X				


SC 479	PANEL 3	H/U	REV	NEW
				
ACTION Int. Ext. Day Night (C) LEANS FWB.				
DIALOGUE				
TIME 4X 4X				


16 FEB 05

* ENTIRE PAGE


SC 479	PANEL 4	H/U	REV	NEW		<p>ACTION Int. Ext. Day Night</p> <p>© TURNS AND PUTS A CIGARETTE IN THE ASHTRAY & RUBS IT.</p>
					<p>DIALOGUE</p>	
					<p>TIME 19X</p>	

SC 479	PANEL 5	H/U	REV	NEW		<p>ACTION Int. Ext. Day Night</p> <p>© TURNS TO (H) AND © RUBING A CIGARETTE SMOKE GOES UP (AS)</p>
					<p>DIALOGUE (B4) CRISTAL LOOK.</p>	
					<p>TIME 16X</p>	


SC 479	PANEL 6	H/U	REV	NEW		<p>ACTION Int. Ext. Day Night</p> <p>© GETS UP & GESTURES.</p>
					<p>DIALOGUE (B4) CRISTAL - CONT' THIS IS AN ADJUSTMENT FOR EVERYONE.</p>	
					<p>TIME 52X</p>	

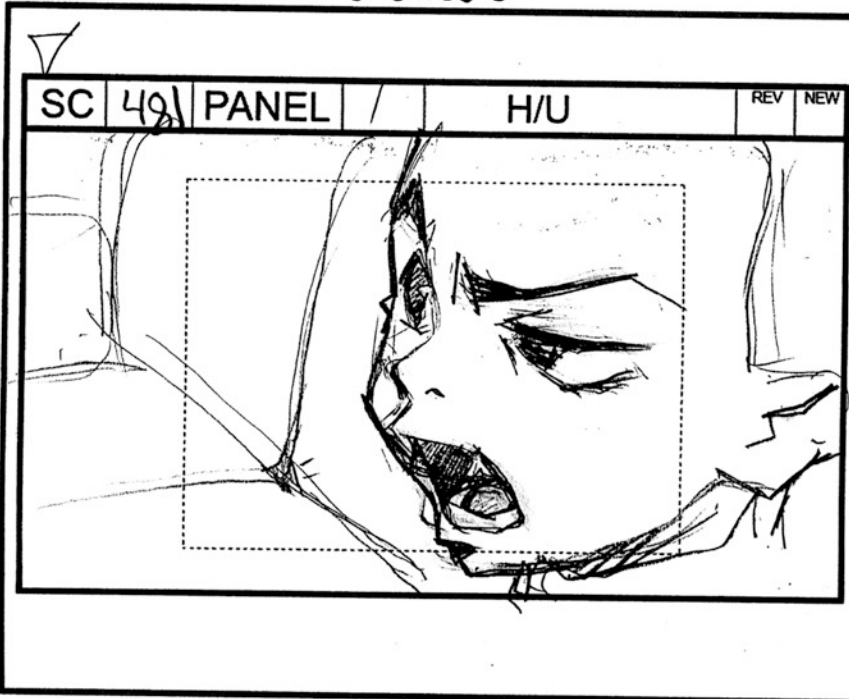
SC 479	PANEL 7	H/U	REV	NEW	<p>ACTION Int. Ext. Day Night</p> <p style="text-align: center;">CONT</p>
					<p>DIALOGUE (37) CRISTAL - CONT'</p> <p>BUT IT'S WHAT YOUR GRANDFATHER WANTS.</p>
					<p>TIME 51X</p>

REVISED
16 FEB 05

SC 479	PANEL 8	H/U	REV	NEW	<p>ACTION Int. Ext. Day Night</p> <p style="text-align: center;">CONT</p>
					<p>DIALOGUE (38) CRISTAL - CONT'</p> <p>YOU CANT GET RID OF ME.</p>
					<p>TIME 40X</p>

REVISED
16 FEB 05

SC 480	PANEL 1	H/U	REV	NEW	<p>ACTION Int. Ext. Day Night</p> <p style="text-align: center;">ECU ON (C)</p>
					<p>DIALOGUE (34) CRISTAL - CONT'</p> <p>I CAN DO THINGS TO PERUADE YOUR GRANDDAD THAT YOU CAN'T DO.</p>
					<p>TIME 78X</p>

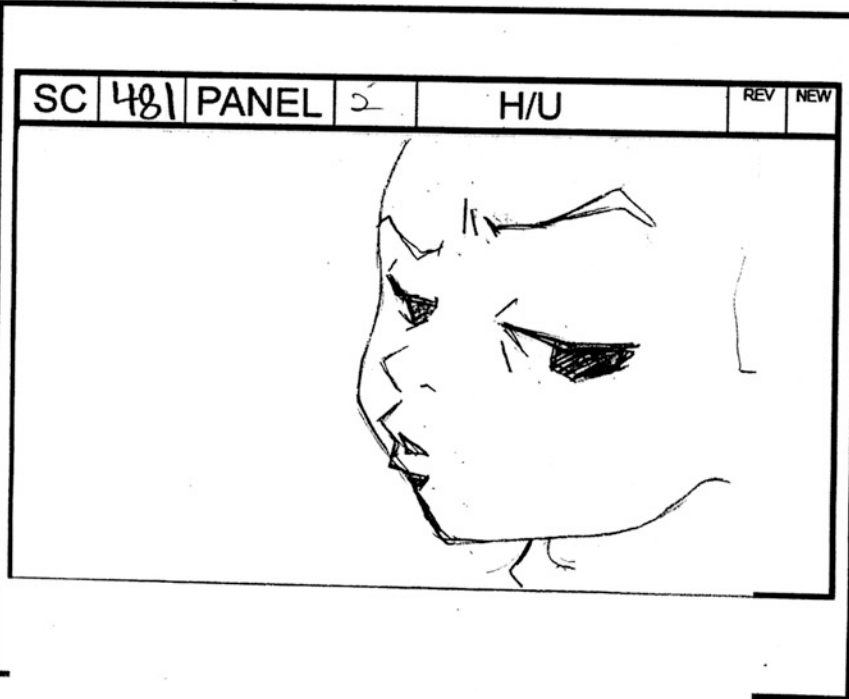


ACTION (Int) Ext. (Day) Night

ECU ON (H)

DIALOGUE (135) HUEY
LIKE WHAT?

TIME 25X

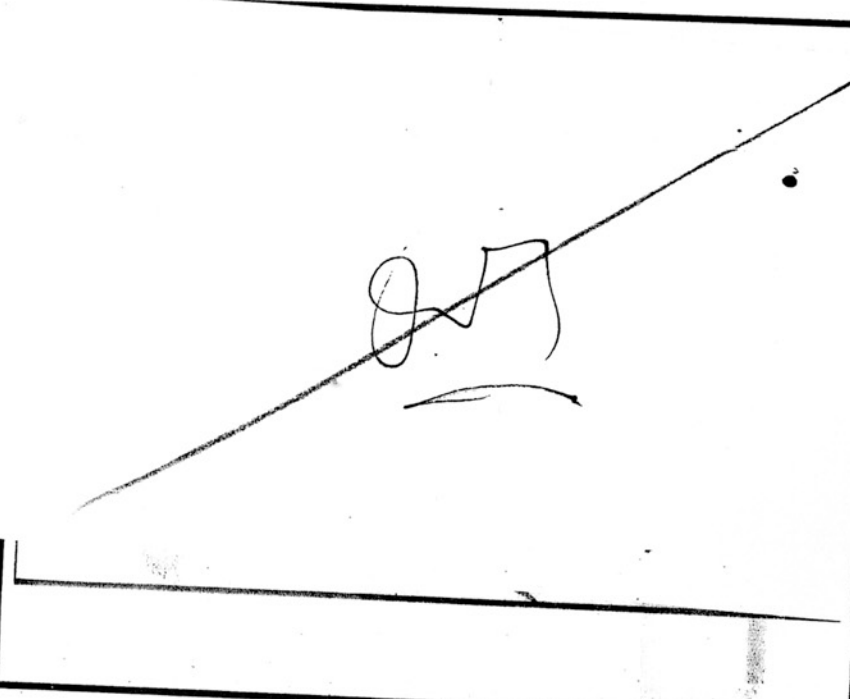


ACTION Int. Ext. Day Night

BIT

DIALOGUE

TIME 16X



ACTION (Int) Ext. (Day) Night

OTS (C) PAN W/ (H) AS
TAKES OFF.

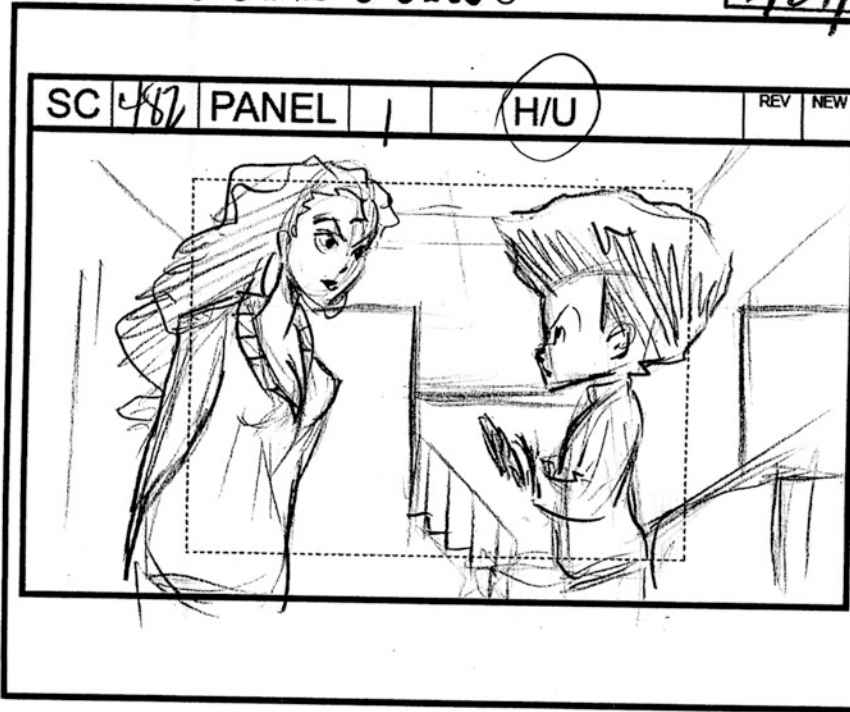
DIALOGUE (136) (CONT)
~~HUEY - NEVERMIND!~~
~~I DON'T REALLY WANNA~~
~~KNOW!~~

TIME

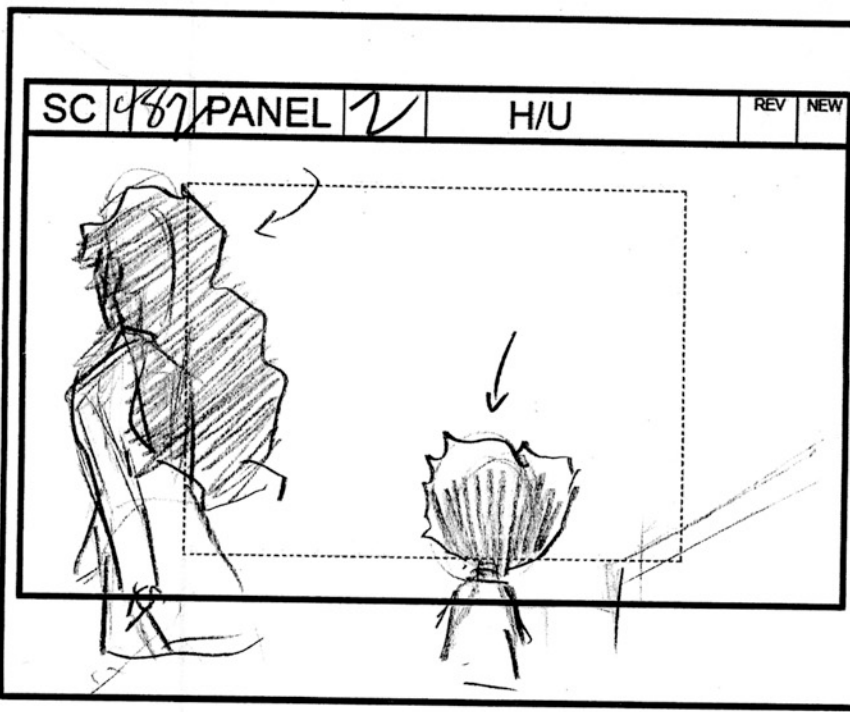
REVISED
16 FEB 06

REVISED
3/29/02

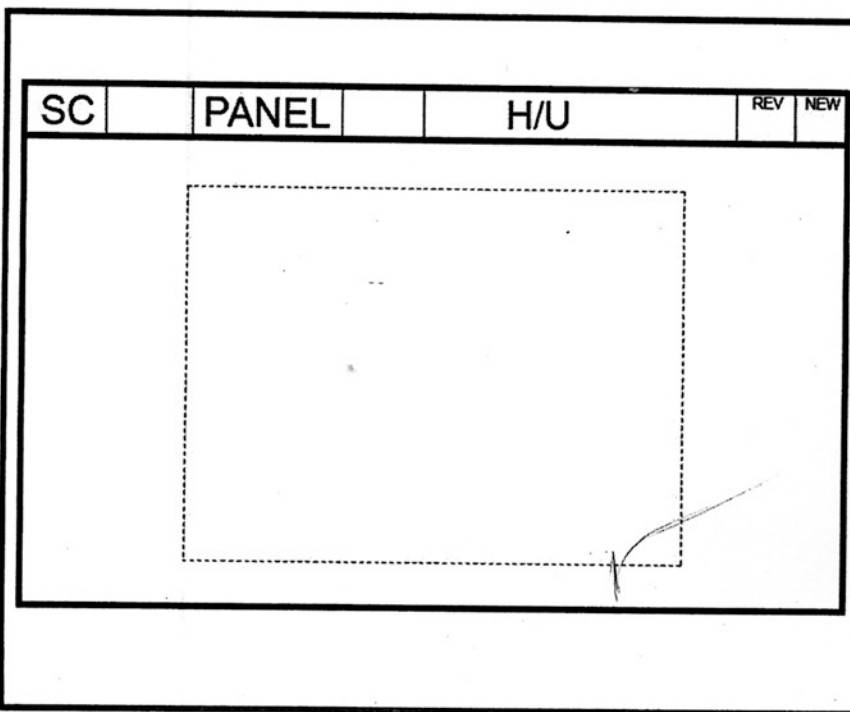
462
FOLLOWS



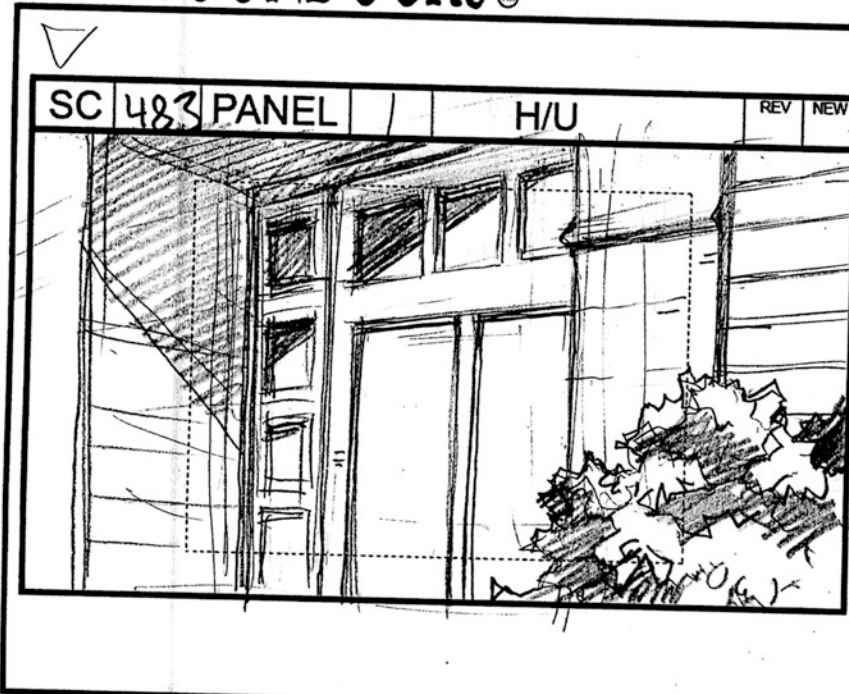
ACTION	Int.	Ext.	Day	Night
<p>DIALOGUE</p> <p>(136) HUEY / (137) CRYSTAL</p> <p>NEVERMIND I DON'T REALLY WANNA KNOW / YOU PROBABLY DONT.</p>				
TIME 50X				



ACTION	Int.	Ext.	Day	Night
<p>(H) HOPS OFF COUCH AND EXITS TOWARD BG!</p> <p>(C) TURNS AND EXITS STAGE LEFT!</p>				
TIME 24X				



ACTION	Int.	Ext.	Day	Night
<p>DIALOGUE</p>				
TIME				

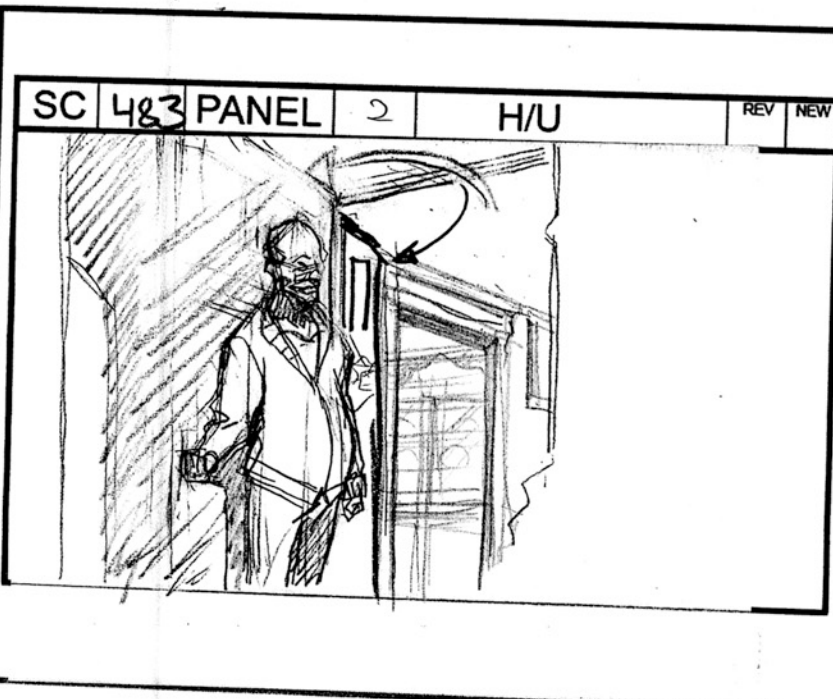


ACTION Int. Ext. Day Night

EXT. FREEMAN HOUSE
ANGLE ON THE DOOR

DIALOGUE

TIME 49X

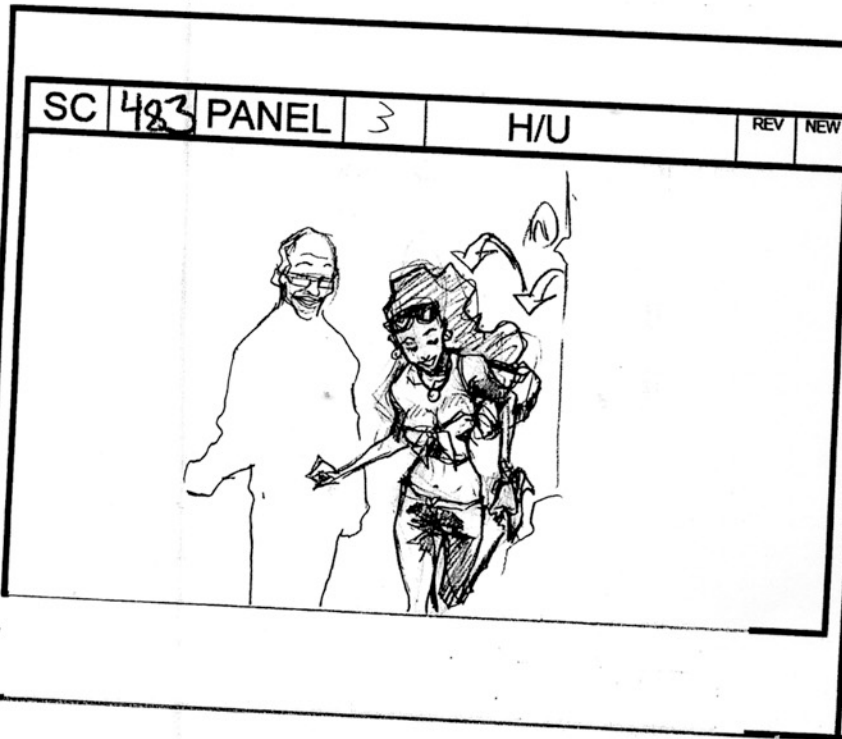


ACTION Int. Ext. Day Night

GRANDDAD OPENS THE DOOR
DOOR OPENS INTO
HOUSE

DIALOGUE

TIME 25X






ACTION Int. Ext. Day Night




Ⓢ HOPS INTO SC BY
ONE LEG
SHE'S STILL WEARING
HER LEEET SHOE.




DIALOGUE (138) CRISTAL

<LAUGH>

TIME 30X

<table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 10%;">SC</td> <td style="width: 15%;">483</td> <td style="width: 15%;">PANEL</td> <td style="width: 10%;">4</td> <td style="width: 10%;">H/U</td> <td style="width: 5%;">REV</td> <td style="width: 5%;">NEW</td> </tr> <tr> <td colspan="7" style="text-align: center;">  </td> </tr> </table>	SC	483	PANEL	4	H/U	REV	NEW								<table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 60%;">ACTION</td> <td style="width: 10%;">Int.</td> <td style="width: 10%;">Ext.</td> <td style="width: 10%;">Day</td> <td style="width: 10%;">Night</td> </tr> <tr> <td colspan="5" style="text-align: right;">PAN W/Ⓢ FINISH</td> </tr> <tr> <td colspan="5" style="text-align: right;">WEARING SHOES AND WAVES TO Ⓢ & Ⓢ WAVES HER BACK</td> </tr> <tr> <td colspan="5" style="text-align: right;">Ⓢ CRISTAL - CONT'</td> </tr> <tr> <td colspan="5" style="text-align: right;">BYE GRAND</td> </tr> <tr> <td colspan="5" style="text-align: center;"> <div style="display: flex; justify-content: space-between; align-items: center;"> STOP ← PAN → START </div> </td> </tr> <tr> <td colspan="5">TIME 26X</td> </tr> </table>	ACTION	Int.	Ext.	Day	Night	PAN W/Ⓢ FINISH					WEARING SHOES AND WAVES TO Ⓢ & Ⓢ WAVES HER BACK					Ⓢ CRISTAL - CONT'					BYE GRAND					<div style="display: flex; justify-content: space-between; align-items: center;"> STOP ← PAN → START </div>					TIME 26X				
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